

ISSUE NO.
269
JULY
AUG/SEP PRE-ORDER



GAME TRADE MAGAZINE



THE RECKONING



IN THIS ISSUE:

- DEFEND THE MUTANT NATION OF KRAKOA AND PROTECT THE FUTURE IN *MARVEL HEROCLIX: X OF SWORDS* FROM WIZKIDS!
- DESIGN YOUR OWN SPACE PROGRAM AND EXPLORE THE COSMOS IN COMPASS GAMES' *STELLAR HORIZONS*!

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COVER STORY



The Hunt Is On!

In *Hunter: The Reckoning*, players take on the role of mere mortal humans instead of the fantastic vampires of *Vampire: The Masquerade*. You've stumbled across something that's hiding just beneath the surface of the world you know — can you make a difference, or will you become the hunted?

by Renegade Game Studios

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Based on the epic crossover event of the same name, *X of Swords* brings X-citing action to the tabletop in this latest expansion to *Marvel HeroClix*!

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UNSTABLE UNICORNS

by Unstable Unicorns

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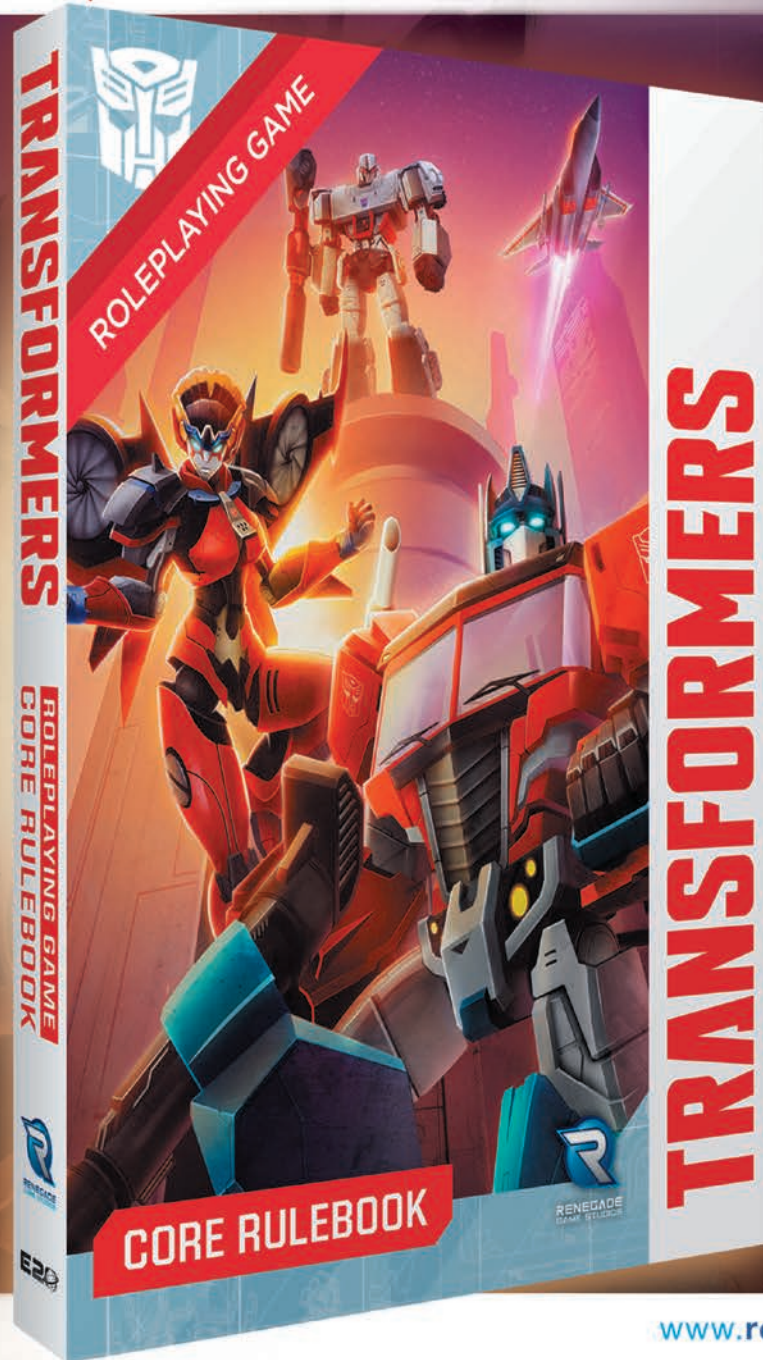
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boop. Edition!

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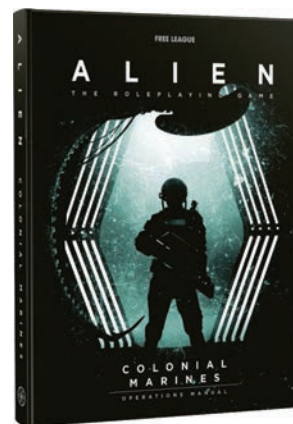
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Help Dorothy and her friends through six chapters of adventure from Kansas to Oz, and back home again!

Look for it at your friendly local game store in August!

Ravensburger

Greetings Dear Readers!

Welcome to your July 2022 edition of *Game Trade Magazine*!

Summer is here and your dedicated *GTM* Bullpen has been hard at work collaborating with publishers to bring you the latest on games to enjoy with family and friends.

We begin this issue by entering the macabre and deadly world of *Vampire: The Masquerade*! In *Hunter: The Reckoning*, the latest RPG release from Renegade Game Studios, players are now able to assume the role of human characters bent on protecting civilization from the unknown horrors of the night.

And if combatting ancient evils and protecting civilization is something what interests you, be sure to check out the latest expansion to *Marvel HeroClix, X of Swords*! This installment of WizKids' award-winning tabletop minis skirmish game is based on Marvel Comics' celebrated crossover of the same name and is sure to please X-Men fans everywhere.

Of course, if you prefer something a bit more intrepid, then we recommend *Stellar Horizons* from Compass Games! In this issue, we feature an exclusive interview with designer Andrew Rader, MIT PhD graduate and SpaceX Mission Manager. Can you build your space program and lead humanity to the stars?

All this and more, dear readers. It's going to be a great summer for gaming and we're excited for it!

Finally, if you find yourselves at Gen Con Indy next month, be sure to swing by booth #110 and say "Howdy!" It feels like forever since we've seen many of you great folk, so we look forward to the opportunity.

Game on,

-JG



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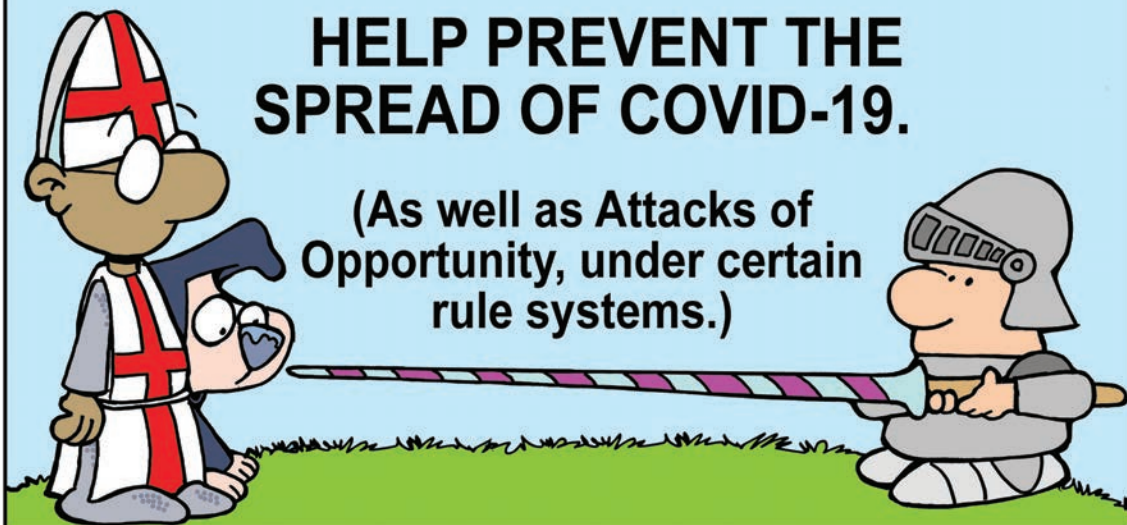
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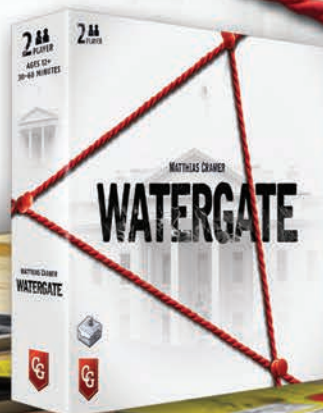
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WATERGATE

MULTI-AWARD WINNING

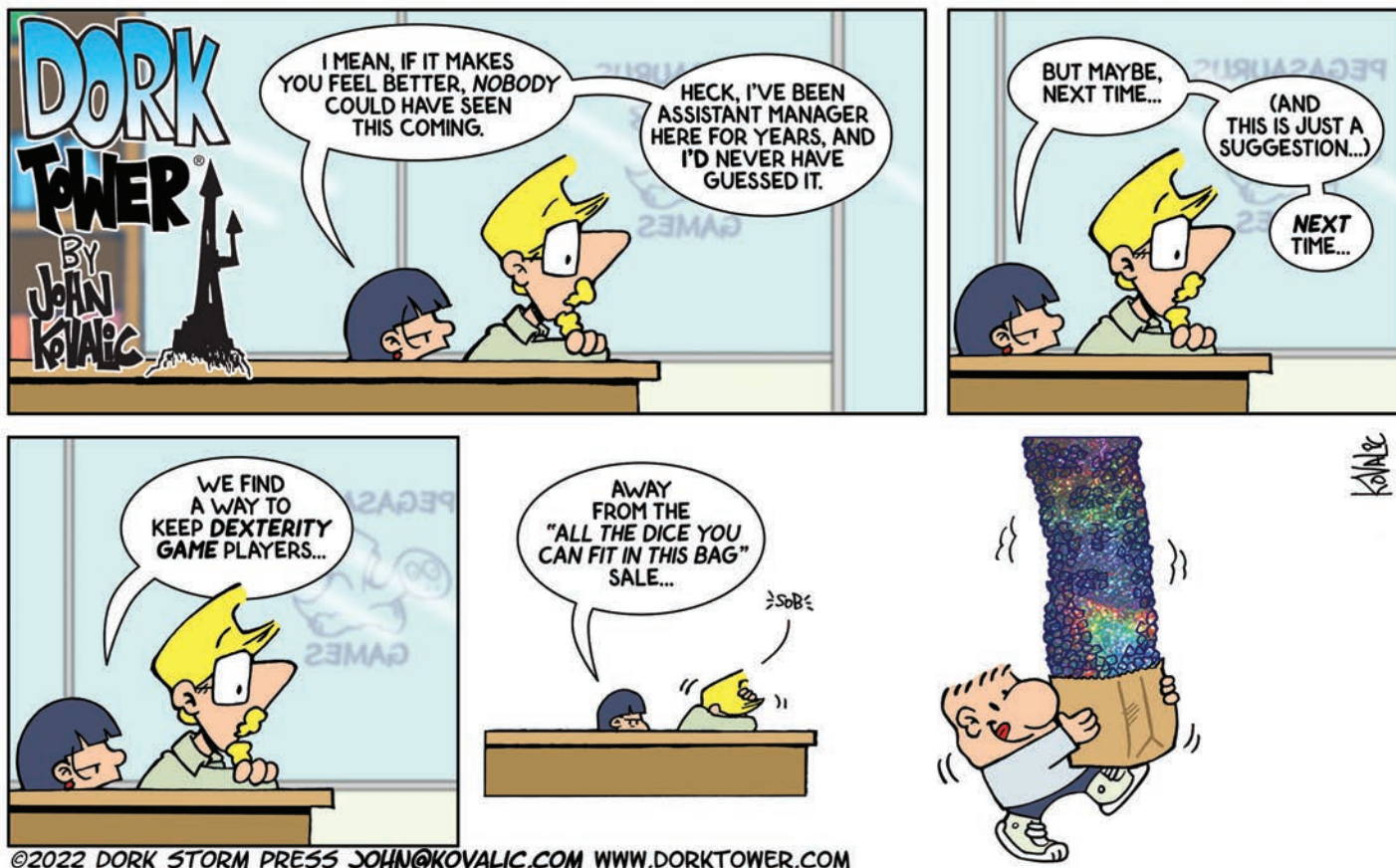


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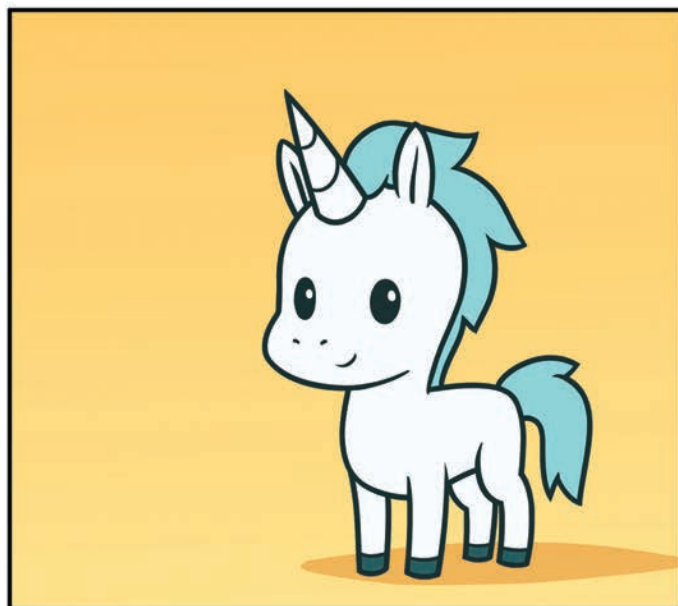
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Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

SPOTLIGHTS: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



DESIGNER DIARIES: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



EXCLUSIVES: While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

SPOTLIGHT ON



MY CITY
My City is a unique, family-oriented legacy gaming experience that is played in relatively short episodes. The game consists of 24 different episodes beginning with the development of a city in its early preindustrial stages and progressing through industrialization. Players choose and actions made during one session of gameplay carry over into the next session, creating a personalized gaming experience. For players who do not want to experience My City as a legacy game, a double-sided game board offers an alternate setup for repeatable play. Scheduled to ship in October 2020.
TAC 691486.....\$34.95

ULTRA PRO



AMY BROWN
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AUTUMN STROLL PLAYMAT
UPI 15550.....\$15.99

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UPI 15530.....\$15.99

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SISTERS STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15526.....\$15.99

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USAOPOLY

SPOTLIGHT ON



CODED CHRONICLES: THE ENIGMA - ESCAPE FROM THE OVERLOOK HOTEL
In The Shining, Escape from the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out. Scheduled to ship in September 2020.
USO 6810720.....\$19.99

DRAGON BALL Z: COLLECTOR'S CHESS SET
The Dragon Ball Z Chess Set is a must-have collectors item for fans and strategy gamers alike, featuring 18 custom sculpted, full-color battle of characters from the popular anime franchise. Scheduled to ship in September 2020.
USO CH113449.....\$19.99

MONOPOLY: ELF
Fans of the classic holiday film Elf will be tickled pink as they travel down memory lane in this re-imagined version of Monopoly. Scheduled to ship in September 2020.
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RISE: THE BATMAN WHO LAUGHS
Next in the cooperative Rising series, The Batman Who Laughs Rising, players must work together and roll dice to reveal key heroes and allies to fight back against a host of villains, concluding with a showdown against the Batman Who Laughs. Scheduled to ship in September 2020.
USO DC010103.....\$19.99

SPOT IT!: SPONGEBOB
Get ready for an underwater adventure with Spot It! SpongeBob. Scheduled to ship in September 2020.
USO 9096712.....\$19.99

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PLANESWALKER DECK DISPLAY (10) WOC C7506000.....\$19.99
JAPANESE CORE 2021 BOOSTER DISPLAY (34) WOC C75031400.....\$19.99

WIZKIDS/NECA

SPOTLIGHT ON



DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - SAPPHIRE DRAGON PREMIUM FIGURE
Over 100mm tall, this miniature is based on the all-new art for the Sapphire Dragon, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020.
WZK 96019.....\$69.99

FEATURED ITEM



MARVEL HEROCLIX: FANTASTIC FOUR BOOSTER BRICK
The Fantastic Four return to HeroClix for an unforgettable 5-figure booster release! The Thing, the Human Torch, the Invisible Woman, and Mister Fantastic team up with some of their well-known allies to take on some of their greatest foes including Dr. Doom, the Fearful Four, and the shape-shifting Skrulls. The wide selection of characters and keywords to build with will provide something for every HeroClix player and collector. Scheduled to ship in July 2020.
WZK 84752.....\$129.90

FEATURED ITEM



MARVEL HEROCLIX: FANTASTIC FOUR DICE AND TOKEN PACK
This Dice and Token Pack contains 2 custom dice featuring a special Fantastic Four icon to celebrate the release of the Marvel HeroClix: Fantastic Four! The 6 action tokens will also feature bystanders on the back to use with characters that generate bystanders in the Booster Set Dice and Token Packs are a great way to enhance your HeroClix experience! Scheduled to ship in July 2020.
WZK 84755.....\$9.99

FEATURED ITEM



MARVEL HEROCLIX: FANTASTIC FOUR FAST FORCES
Black Panther, Ghost Rider, Hulk, She-Hulk, Spider-Man and Wolverine form the New Fantastic Four in this Fast Forces pack to accompany the Booster Brick. Fast Forces are a great way for players to create a new thematic team right out of the box! Scheduled to ship in July 2020.
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SUPER-SKILL PINBALL: 4-CADE
Super-Skill Pinball 4-Cade brings the arcade classic to the tabletop with art, atmosphere, and roll & write mechanics from outlandish designer Geoff Engelen. Choose one of the four unique tables and matching ballgates for something new, then roll a shared pair of dice and get the pinball rolling! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target one level below with a matching number. Play well and you'll unlock bonuses like multi-ball, score multipliers, and more to help you get the high score! Scheduled to ship in September 2020.
WZK 87520.....\$24.99

SPOTLIGHT ON




SUPER-SKILL PINBALL: 4-CADE
Super-Skill Pinball 4-Cade brings the arcade classic to the tabletop with art, atmosphere, and roll & write mechanics from outlandish designer Geoff Engelen. Choose one of the four unique tables and matching ballgates for something new, then roll a shared pair of dice and get the pinball rolling! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target one level below with a matching number. Play well and you'll unlock bonuses like multi-ball, score multipliers, and more to help you get the high score! Scheduled to ship in September 2020.
WZK 87520.....\$24.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!


GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



FEATURED ITEM

FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!



SPOTLIGHT ON

SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

PI OR PLEASE INQUIRE

PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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THE HUNT IS ON!



Creating a Character in *Hunter: The Reckoning*, coming soon to the 5th Edition Storyteller System

HUNTER THE RECKONING RPG: CORE RULEBOOK

RGS 09624 \$55.00 | Available Now!

First introduced in 1999, *Hunter: The Reckoning* has now been brought up to date with *Vampire: The Masquerade*, both using the 5th edition of the Storyteller System. Unlike in *Vampire: The Masquerade*, where players take on the roles of immortal vampires, with access to supernatural powers and abilities, in *Hunter: The Reckoning*, you're just a regular human. A regular human that glimpsed some of the horrors that roam our world, unseen by the majority of humanity, and is driven to fight them, but a regular human nonetheless.

Vampires, shapeshifters, spirits, and more are all real. You've had an experience: one that's changed the way you look at the world. Maybe you're an EMT that arrived at the scene of a particularly horrific murder, and you realized that no weapon you've ever seen could make that kind of wound. Maybe you witnessed the disappearance of a childhood friend, and none of the official explanations match the shadowy figure you saw with your own eyes. Hunters can originate from any walk of life or circumstance, but their shared taste of the darkness draws them together. The titular "Reckoning" represents the struggle against the supernatural world you've discovered, although its specific connotations vary from hunter to hunter.

While there are certainly larger and powerful institutions fighting some of the same threats, like the FBI's Special Affairs Division or the religiously affiliated Gladius Dei, Hunters stand apart from those organizations. Hunters often consider these institutions to have ulterior motives beyond simply dealing with the otherworldly threats or are used as cannon fodder by them. Thus, it's common for Hunters to prefer the freedom of action granted to a small independent cell of Hunters to the bureaucracy and complication of the larger groups.

To create your Hunter, you start with a character concept. This is the elevator pitch for your character, such as "Homicide Detective turned monster-hunter" or "conspiracy theorist who discovered that vampires are running the city." You'll follow this concept up with their Ambition and Desire. Ambition is a longer-term but measurable goal, like "protect the homeless population of San Francisco." Desire is a shorter-term motivator, usually selected on a per-session basis. Next comes the Touchstones. Hunters can tend to become consumed by the hunt, but most still maintain some contact with their prior life or at least a desire for that. Hunters' Touchstones are always other humans, frequently acting as a constant reminder of what the Hunter is fighting for, such as their aging father, living on his



INTRODUCTION

Humanity clings to a comfortable illusion that the world belongs to mankind, that they lead lives of free-willed individuality, completely unaware that they occupy a world of grim mysteries inhabited by monsters. Those savvy to the secrets of the World of Darkness know the truth, however: that timeless blood-drinkers, ravening shapeshifters, restless ghosts, and even more harrowing things haunt the night.

- ▶ The adjunct professor who has observed the inordinately long tenure of the school's most "eccentric" emeritus.
- ▶ The exhausted new mother at her wits' end, who keeps seeing something outside the window and stands vigil over the bassinet, fearful of what happens when she finally collapses.
- ▶ The detective who somehow survives the mother of all beatdowns by — what the fuck was that? — reopening a case that had gone cold two decades ago.
- ▶ The newly arrived immigrant who witnesses brazen human trafficking by the dockside, paid for by a pair of individuals who keep flickering in and out of physical solidity.

All of these and more become capital-H Hunters. Hunters are among those who have seen past the veil of secrecy and know the world for what it is — a battlefield in the claws of monsters. Hunters fight back against the threat because they have glimpsed the truth and resolved to do something about it.



own now, or the ex-wife that couldn't deal with the Hunter's new obsession but who they still keep watch over, protecting them from the horrors they face every day.

Hunters have a Creed, a simple statement of their ultimate perspective, chosen from Entrepreneurial, Faithful, Inquisitive, Martial, and Underground. A Hunter of the Faithful creed, for example, may feel drawn to their work by a higher power, seeing themselves as an agent of light in a world of darkness. A Martial Hunter favors a more direct and violent approach. Some may even be former members of the military or special forces, using their training in a whole new way.

On the other hand, the Hunter's Drive is their primary motivation. This could be Curiosity, Vengeance, Oath, Greed, Pride, Envy, or Atonement. The newspaper reporter going down a rabbit hole chasing a mysterious serial-killer may be driven by Curiosity, wondering what the monsters do, and why. A mob gunman that's realized vampires are horning in on the city's organized crime may be driven by their Greed, wanting to advance their own status as they take down the monsters. All of these parts of your character



make for fantastic roleplaying and opportunities for a Storyteller to really weave a character into the narrative.

A Drive also allows the use of Desperation in some situations. In a particularly critical situation a Hunter could roll Desperation Dice (the number of which is tracked by the Hunter's cell), which contribute successes and criticals like any other. However, if a 1 is rolled on any Desperation Dice, the Hunter is faced with a choice. They can keep the win, triggering Overreach, or fail, causing Despair. Overreach allows you to continue forward but increases the Danger by 1. This means that the higher the cell's Desperation is, the more powerful their Drives can be. At the same time, the risks of Danger and Despair rise commensurately. Danger represents the awareness the cell's enemies have of their activities. As Danger rises they may take additional steps to interfere with the cell, and many tests' difficulties will increase. Despair, on the other hand, means the Hunter is unable to call upon their Drive to use Desperation dice until you've redeemed yourself. Just how you'll need to do so depends on the Drive you've chosen!

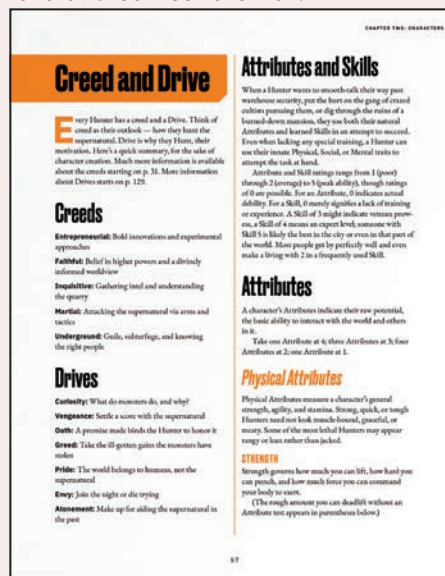
Once you've selected your concept, Ambition, Desire, Creed, and Drive, it's time to pick your attributes, representing your character's raw potential. There are three categories of these: Physical, Social, and Mental, each with 3 attributes within. At creation these attributes will range between 1 and 4. 1 Dexterity means your character is a bit clumsy, while a score of 4 makes them able to move in ways usually reserved for professional acrobats!



While attributes are your raw potential, skills are the character's learned knowledge and abilities. When assigning values to these, you first pick if your character is a Jack of all trades, Balanced, or a Specialist. While Specialists have one skill that they're very, very good at, they'll end up lacking significantly in several other areas. In addition, at character creation you get to pick one skill specialty, which represents an even stronger aptitude for that skill. Any roll to which that specialty applies gets an extra die!



Finally, we arrive at Advantages. These are Merits, Flaws, and Background, which provide both useful mechanical advantages as well as more opportunities to roleplay and bring your character to life. You'll spend points to take these, providing either useful things, like knowing a local weapons dealer or being a great cook, or in the case of Flaws, disadvantages such as being weak-willed or having a reputation that draws too much attention.



There you have it: your Hunter is almost ready to go out into the night and take the fight to the darkness! All you have left is finishing touches. What do they look like? Where do they live? Do they have a day job? Take some time to flesh out this character, and you'll find ample payoff once you begin roleplaying as them.

The monsters may be real, but you're ready to do something about it. *Hunter: The Reckoning* is on shelves now at your friendly local game store, so grab your dice and get to work!

WHAT'S IN THE CARDS FOR HEROCLIX?

WIZKIDS

Long ago, the sentient island Okkara was split in two when it was attacked by an enemy wielding the Twilight Sword. Arakko and Krakoa were separated in an effort to spare the Earth from the daemons of Amenth. Genesis and her children were sealed away in another dimension with Arakko, while her husband Apocalypse remained behind to strengthen Earth's mutants in case her mission failed.

Centuries passed, and Apocalypse would learn that Genesis's mission failed. The daemons of Amenth and the Annihilation helm threatened to destroy the Earth. Saturnyne, the Omniversal Majestrix, sought to prevent the war from spilling into Otherworld by implementing a series of trials to challenge the most powerful sword bearers of the opposing nations. The upcoming *Marvel HeroClix: X of Swords* set features all the intensity and drama of this epic struggle that will determine the fate of the Earth and beyond!



The sculpt of Saturnyne captures her ethereal majesty. Saturnyne has a strong mix of powers and abilities that supports a dynamic playstyle. Poised to deliver quick combat hits and long-range penetrating damage, she will be a great core member of a strong force. She'll combo excellently with the Green and White Priestesses found in boosters. Teaming Saturnyne up with her counterpart, Captain Britain, offers even more opportunities to diversify your strategy. As a sword bearer, Captain Britain can start the battle with any sword equipped for a cost of 5 points, increasing the efficiency of your team. With an enhanced Willpower ability that succeeds on a roll of 4 or more and Invincible, Captain Britain is true to form — always ready to fight and defend!



Unsurprisingly, this set is JAM-PACKED with Sword equipment! Each of these unique weapons offers a powerful bonus to its holder. The Twilight Sword started it all at Okkara, and it will greatly hinder the progress of any opponent by generating blocking terrain on the map. Equally thematic, Isca's sword Mercy allows for a reroll of the attack dice when the bearer is targeted. Vermillion provides a fiery burst of power after attacking when it deals one damage to each opposing character adjacent to the hit target. The intricately sculpted Alluvium allows the bearer to use Smoke Cloud for free after using the weapon. In total, all 20 featured swords offer a combination of versatility and theme that will elevate the effectiveness of any team, just as they did for the sword bearers who faced the trials of Saturnyne.



Marvel HeroClix: X of Swords is dripping in theme. This set pushes the limits by integrating a gorgeously illustrated deck of Saturnyne's Tarot Cards as playable elements. Just as the Majestrix herself used the cards to select the trials for the competitors, players can now build a deck of Tarot cards that they can use to alter the game in new and exciting ways. Providing global effects that augment all players' forces, these cards add an unparalleled extra layer to *HeroClix* strategy. Players will enjoy throwing their opponents off-balance with fun twists on the abilities they already know and love!

A standard deck of Tarot cards has 78 cards, broken into four suits and the Major Arcana. These concepts were merged with the





MARVEL HEROCLIX: X-MEN X OF SWORDS BOOSTER BRICK (10)
WZK 84837 \$169.99 | Available May 2022!

MARVEL HEROCLIX: X-MEN X OF SWORDS PLAY AT HOME KIT
WZK 84840 \$19.99 | Available May 2022!

HeroClix world by mapping each card to elements from the standard Powers and Abilities Card. Pentacles correspond to each Speed power. Swords and Wands are matched to Attack and Damage, respectively. Cups represent defensive powers. The Major Arcana are standalone effects that change the game in meaningful ways without necessarily matching to a specific character power. Players will have opportunities to build their collection of Tarot Cards through boosters and exclusive content offered at organized play events.



One of the most exciting things about *Marvel HeroClix: X of Swords* is that it marks the return of in-store play. A three-month storyline event will bring this set to life and get HeroClix fans together to battle it out in their favorite local game shops. Exclusive pricing

MARVEL HEROCLIX: X-MEN X OF SWORDS MINIATURES GAME
WZK 84839 \$69.99 | Available June 2022!

MARVEL HEROCLIX: X-MEN X OF SWORDS DICE AND TOKEN PACK
WZK 84842 \$14.99 | Available May 2022!



is available throughout the course of the event. Fans will compete for awesome sculpts of characters such as Apocalypse, who is an incredibly beefy addition to a Mystics force or a hulking one-man-army. *Marvel HeroClix: X of Swords* is an epic addition to the HeroClix universe and WizKids is excited for it to hit stores this August through October!





DIVE INTO THE ROUGH WORLD OF BUSINESS

ORCONOMICS

AGS ARTG016..... \$39.90 | Available June 2022!

Hey, Orc! Do you feel upset that brave warriors such as yourself have no outlet for your rage, no arena where you can display your courage? Enter the world of business, a maelstrom of competition, and wheel and deal to be the best.

Orconomics is "the" boardgame to recreate the chaotic economic world of modern Orcs on the gaming table. Backstabbing, ripping off opponents, taking away their industries — all is legit, if you get to the top of the Orc jet-set. Build up your companies with your strong, green hands, and bargain to the bitter end with your rivals.

In Orconomics, two to five players compete against each other to establish companies in 10 different Industries — *Tourism, Livestock, Communications, Innovations, Food Processing, Transportation, Totemology, Banking, Smuggling, and Weapon crafting*. They can create startups and develop them to become proper corporations or get a presence in an industry sector by winning auctions. Each sector generates income or losses, and grants players abilities that can be used during the game. To win, a player needs to be the first to found 10 companies on the game board — or less if they successfully fulfill some business quests.

The game board is composed of a Central Section and 10 Industry Sectors, assembled randomly for each new game. The sectors have different values and affect each other differently from game to game, providing great replayability. The central section is the bank, where the base currency — the Skulls — are placed. Each player begins the game with a starting capital.

Money is important but, just as in real life, players will not always have all the money they need. Greedy competitors will force them to bid and spend a lot of money on auctions. Purchasing new Industry Cards costs money too, and if several of their companies are in crisis or loss sectors, taking a loan might be the only option. But be careful — for each Loan a player has, they must pay interest of 1 Silver Skull to the Bank when they start their turn.

At the start of the game, all players roll the Forecast Dice and the one with the highest total gets the Oracle token and the Forecast dice. The Oracle is the active player — opening the turn, announcing each

stage, and making sure all players observe the required sequence of actions. The Oracle token and the dice will be passed along clockwise, at the end of each turn.

The Turn Sequence starts with the Oracle paying interest on their Loans, and then rolling the Forecast dice to determine the Active Industry. Each turn is divided in three stages. In the first stage, Startups close to the Active Industry are promoted, and Companies in that Industry and in each of the two adjacent ones generates a Profit or Loss for their owners. The second stage is the Auction — if the active Industry is not full, an auction is held to create one new Company there.

The third stage, Development, is the most important one, as the Oracle plays their Industry cards. Industry cards are used to create or promote Startups, or to activate Industry Abilities (they can also be spent instead of gold, during Auctions).

Placing the companies and using cards, players can gain special advantages like stealing money from opponents with Banking and Weapon crafting, boosting startups with Innovation, bending loan rules with Tourism and Livestock. Presence in an Industry is important, but not essential to using its abilities: if a player has a company in a sector, only one card is needed to activate the ability. If not, two cards are needed.

There are different paths to victory. Most of the points will be gained by placing companies on the game board, one victory point for each of them. Besides fierce fights in the auctions to place new companies, there are other ways to grow your "orconomic" empire. Establishing some start-ups earlier in the game will cost only one industry card each, and in a few turns, they can become full scale companies — if your opponents don't drive them out of business!

Players can also get precious points by completing quests of Greed, Rage or Dare. At the beginning of the game, three Quest Cards are revealed, and when a player completes the challenge of a Quest, they gain 1 Victory Point. When a completed Quest card has been claimed, another one is drawn and revealed to take its place. Pay attention to the available quests — each of them

completed is one more step towards victory — reducing the number of companies needed to place to win.

Are you ready to face the cut-throat world of business-Orcs? Legends will be told of your glorious financial ventures!

...



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Blood & Plunder

WHICH SHIP IS FOR ME?

By the very handsome Mitch Reed

A common question from new *Blood & Plunder* players is about what ships they should collect to play in sea battles and the most common answer we have is "it depends". In playing with the ships in *Blood & Plunder* over the last few years the best advice I have is that you can go big or go small and a lot of that depends on the force you play and your personal playing style.

The first thing a player needs to think about is the crew of the ship. Many of the lists in the *Blood & Plunder* books allow you to pick a force made up of dedicated sailors which comes in very handy as you try to maneuver in the game. The biggest decision here is if you want the crew to man a lot of cannons for a thunderous broad side, or is the crew good with muskets that will shoot away at the enemy crew. Both work well in the game and a lot of it depends on your play style since a crew that is using muskets needs to close in on the enemy. Many lists have great options for selecting a crew that can shoot, melee, sail and reload cannons in a fight. Perhaps the most important thing is to make sure you pick a naval commander, sometimes that makes a big difference.

If you go for a big ship then you need to look at the Galleon, 6-rate Frigate or maybe even the Light Frigate. These ships will cost you 21-25 points just to add the ship and then you have to decide how many cannons you want to equip your ship with. These ships can carry a lot of cannons and swivels however you need a lot of crew to fire and reload these weapons. One thing that is great about these ships is that they can take a lot of damage and will keep on fighting however that means little if your crew gets shot away. If you plan to use one of these big ship to bring down a lot of musket fire on your opponent, make sure you make good use the fighting tops to put some plunging fire on the enemy

crew. No matter your play style you will love having this ship in your collection, it really stands out and they are huge and are just intimidating to look at.

Some players like to go small when it comes to how they fight sea battles and ships like the Piragua, Canoa, Bark and Tartana. The great thing about running the smaller ships is that you can have a few of them in play while your enemy may have only one. While they cannot hold many troops and cannons, they do have speed that gets you right next to your opponent quickly. After playing with the large and medium ships for a while I found that two Piraguas pose a huge problem for an opponent and I have had a lot of success with them.

Many gamers usually go for the mid-sized ships such as the Fluyt, Sloop and Brigantine, all of which are not bad choices at all. They offer some speed and can hold a large crew and enough cannons that can attack an enemy at range.

The biggest factor I feel comes down to playing style. When I first started playing with ships I picked up the sloop and used my cannons at range in order to win. As played this ship more I found that playing aggressively brought better results. So I started to get close to my opponent's ship and used my Freebooters to shoot at the enemy crew instead of using my cannons. I found out that based on the forces I played that this was a better tactic and It was also a lot of fun.

One of the best things about *Blood & Plunder* is how easy it is to play the sea battles. At first like many I was a bit intimidated, both in learning the rules and making my ships look great on the table. However after my first ship game I really started to love the experience that the naval battles bring to the game.



YOU DON'T HAVE TO BE A CAT LOVER, TO LOVE

boop.

boop.

SND 1009..... \$39.99 | Available September 2022!

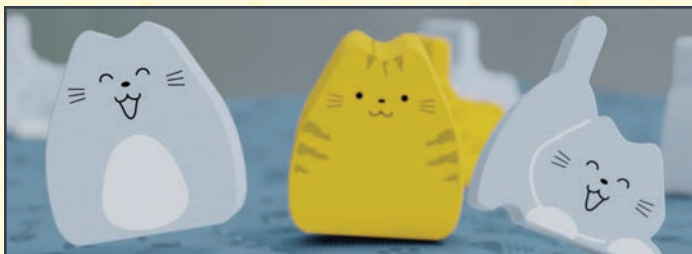
What is surprisingly challenging, deviously clever and cute as a button? "boop."

Yes, and despite the adorable cover and game components, *boop*, from Smirk and Dagger Games is a really amazing two-player strategy game coming *direct to retail* this September. It will win over even the most die-hard abstract strategy fans with its simple complexity. But before we get into game play, let's just appreciate the "love at first sight" sales potential here.

boop, greets shoppers from across the room with a big friendly smile from a chonky kitty that begs you to lift the box from the shelf and learn more. And when you do, you find out it is a game about cats jumping on a bed and 'booping' the other kittens off. (I know... right??!) It features a quilted fabric game board that lays on top of the back of the box, making a miniature bed — AND 32 delightfully derpy cat and kitten playing pieces. Without saying another word, you already have shoppers lining up to grab a copy — let alone when you set up a copy for demos! The table presence alone will open wallets.

Yet here is where *boop* really surprises. That demo, which takes 45 seconds to teach, reveals a really smart abstract game at its core. The rules are simple. Each player begins the game with 8 Kittens of their color. On your turn, you can place a Kitten onto any open space on the board, with the goal of lining up three Kittens in a row, either vertically, horizontally or diagonally. Once you do, those Kittens are removed from the board and replaced in your pool by three adult Cats. Then just line up three Cats in a row to win — but of course it isn't that easy.

That's because every time you place a Kitten on the bed, it goes "boop," and pushes every other Kitten next to it one space away. The pieces repel each other, even your own pieces, making a line-up of three pieces incredibly difficult to achieve. Particularly with both you AND your opponent constantly "booping" kittens around. It's like... herding cats!



Graduating your Kittens into Cats makes the pieces more powerful. Kittens aren't big enough to boop adult Cats, but of course Cats will boop anyone. Still, you may not want to play all your Cats too soon. Since the Kittens can't budge them, your Cats may be locked in place for a bit. It takes a good amount of spacial reasoning, careful planning and, most of all, keen observation to pounce on a win.

Designer, Scott Brady, found incredible success with his first title, *Hues and Cues*, published by the OP. And once again, he has managed to come up with a game that welcomes and engages players of all skill levels. So, you'll entice the cat lovers, gift buyers, casual gamers and family game enthusiasts. And through the power of game play, you'll score with hobby gamers, abstract strategy lovers and folks looking for two-player games. The reaction of retailers at GAMA Expo was overwhelming. We took more pre-orders of *boop* than any other game we have offered in the last 18 years —

and we encourage you get YOUR pre-order in today, as we expect the game will be making your cash registers go "boop. Boop, boop." all through the Holidays!

...

Curt Covert is the owner of Smirk & Dagger Games. A nineteen-year veteran in the industry and the inventor of *Cutthroat Caverns*, *Hex Hex*, and *Nevermore*, just to name a few. Their more recent line, *Smirk & Laughter*, has expanded their reach to a broader audience than ever with games intended to connect with players on an emotional level.



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GTM 271 \$3.99

25TH CENTURY GAMES



GHOSTS LOVE CANDY TOO

It's a little-known fact that ghosts love to eat candy. But they can only eat it one night a year... Halloween! On that night, the ghosts travel through the neighborhood looking for delicious candy. Using their best scare tactics, ghosts will haunt the costumed kiddos to steal their sweet sweet candy. But they have to be careful not to scare them away. Ghosts just want a candy delight, not to cause them a fright. Scheduled to ship in September 2022.

TFC 25000 \$29.99

GREEN TEAM WINS

Players will be on one of two teams: Orange Team or Green Team. And then the Green Team wins. Everyone will be asked the same question, then writes down their responses at the same time. All players with the winning answer join the Green Team and score points. But it's not about having the best answer, or the smartest answer, or the funniest answer. Only the most popular answer wins - the one that the most players at the table wrote down. To win, get on the Green Team, stay on the Green Team, and win - because that's what the Green Team does. They win. Scheduled to ship in August 2022.

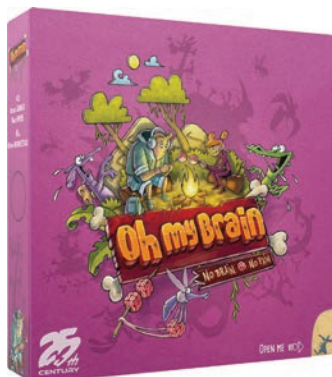
TFC 29000 \$24.99



LONGBOARD

It's a beautiful day at the beach, and the surfers are out shopping for new boards. Create the coolest and biggest longboards to establish your surfboard-shaping shop as the best in town. Surf's up! In *Longboard*, players draft and trade surfboard pieces as they attempt to build the tallest and most surfboards. Scheduled to ship in August 2022.

TFC 27000 \$19.99



OH MY BRAIN

Summer nights, the woods, and the campfires where it is good to roast marshmallows - what happiness! Well, almost! Suddenly, out of the bushes, hordes of zombie animals are rushing towards you. Do they want to steal your marshmallows? Not at all! It's your brains they want to cube and roast over the campfire. Your goal in *Oh My Brain* is to rid yourself of these assailants - that is, the cards in your hand - as quickly as possible to avoid gradually losing your mind because losing your brain entirely means being transformed into a zombie... and losing the game! Scheduled to ship in September 2022.

TFC 28000 \$24.99



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In *Ready Set Bet*, you and your friends head to the races for a day of cheering, jeering, and betting on your favorite horses, whose fates hang on every roll of the dice.

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THAT OLD WALLPAPER

Remember that old wallpaper we used to have? In that one room? With the funky colors and those weird sunburst patterns or whatever? Okay, good, because that's what we're doing. *That Old Wallpaper* is a game of drafting stacks of wallpaper cards and piecing them together to most closely re-create the patterns from your memories.

AEG 7114 \$24.99

ALLEY CAT GAMES

CATSTRONAUTS

From the designers of *Kittin*, *Catstronauts* is a family speed and sequence game where players race to match their numbered catstronauts to each of the planet cards in the correct order. Scheduled to ship in September 2022.

ACG 050 \$10.99



STAR FIGHTERS: RAPID FIRE

Star Fighters: Rapid Fire combines the excitement of real-time dice rolling with tactical starship combat. Each player hops into the cockpit of their own starfighter and duels it out in a dog fight to prove who is the superior pilot. The game plays in multiple modes 1 vs 1, 3 player free-for-all, 2 vs 2, or a solo mode where a single starfighter attacks an orbital space station. Players must balance the pressure of real-time play while making good tactical and strategic decisions. The game only ends when one starfighter is destroyed. The pilot that hits the finishing blow gets all the glory and is the winner. Scheduled to ship in September 2022.

ACG 052 \$36.99

APE GAMES



VENGEANCE: ROLL & FIGHT

Vengeance: Roll & Fight is an action movie in a box that comes in two episodes. You play a vigilante intent on wiping out the gangs that plague your city. Each episode accommodates up to 4 players and offers unique content. But combining the two increases the player count and roll-and-write action! *Vengeance: Roll & Fight* is an action-packed twist on the roll & write genre, bringing a real-time dice-rolling system where you throw, punch, and backflip your way through gang-infested dens. Why roll and write when you can roll and fight?! Scheduled to ship in August 2022.

EPISODE 1 APE 4010 \$50.00

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MORTUM: MEDIEVAL DETECTIVE
Mortum: Medieval Detective is a game of deduction and adventures that takes place in a grim world shaped in the image of medieval Europe, with its legends, superstitions and fears coming to life. Take on the roles of secret organization agents and investigate mysterious and thrilling events. You will solve mysteries and encounter fascinating characters in the course of three exciting scenarios, all part of a single storyline. Each case requires up to three hours to play.
AWG AW12MM.....\$49.99



PICTURE PERFECT: MOVIE STAR EXPANSION
Did you see who just arrived?! Famous stars of the silver screen are mingling with the party guests! The celebrities have become the talk of the party. Who can get closest to their idols and perhaps even speak with them? Requires base game Picture Perfect. If there are 5-6 players, the Picture Perfect: 5-6 Player Expansion is required.
AWG AW10PPX2\$22.99



PICTURE PERFECT: THE PICKPOCKET EXPANSION
When this many people get together for a fancy party, you can bet there will be plenty of stuff worth stealing! In this expansion you're the leader of a gang of pickpockets targeting the party guests. Can you and your accomplices determine who has something worth stealing? Requires base game Picture Perfect. If there are 5-6 players, the Picture Perfect: 5-6 Player Expansion is required.
AWG AW10PPX3\$22.99

BADGERS FROM MARS



REGICIDE
Regicide is a cooperative, fantasy card game for 2 to 4 players, played using a standard deck of cards. Players work together to defeat 12 powerful enemies. On their turn a player plays a card to the table to attack the enemy and once enough damage is dealt, the enemy is defeated. The players win when the last King is defeated. But beware! Each turn the enemy strikes back. Players will discard cards to satisfy the damage and if they can't discard enough, everyone loses. Rich with tactical decisions and a deep heuristic tree, Regicide is a huge challenge for anyone who is brave enough to take it on. Scheduled to ship in July 2022.
BLACK BOX BFM GQREGBLACK.....\$14.99
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BAN 2641690.....PI





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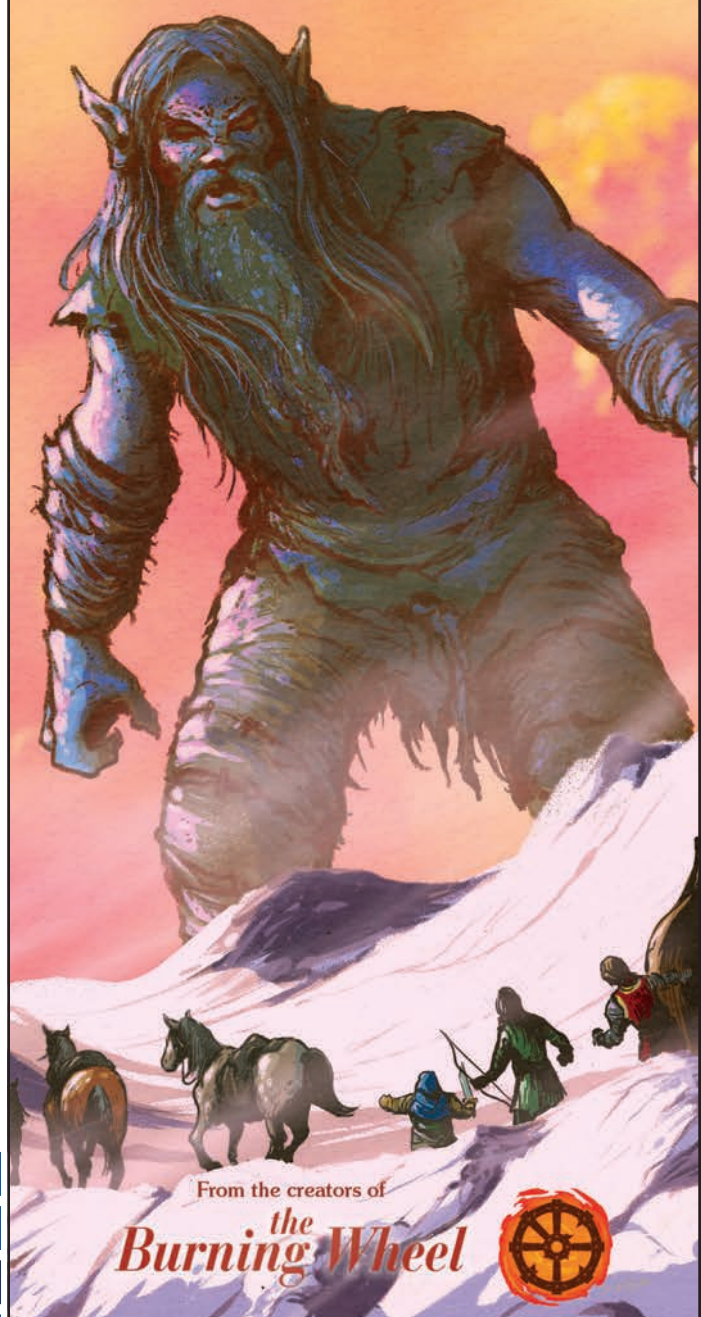
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Great Odin's Raven! Ron Burgundy will read ANYTHING that's put on the teleprompter in front of him, now, you will too! If you want to win, you'll have to read the news with a straight face while your fellow news anchors try to sabotage your teleprompter. Just set the mechanical Panther Timer to 60 Seconds (60 percent of the time, it works every time) and start putting together those news stories. When time is up, place your news card in the teleprompter and pass it to the lead anchor of that round. If they laugh, you win! If they don't, they win! Scheduled to ship in July 2022.
BAJ ATG001.....\$19.99

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BURNING WHEEL: TORCHBEARER RPG 2ND EDITION LORE MASTER'S MANUAL HARDCOVER

The third book in the *Torchbearer Second Edition* series provides a new stock, new classes, new monsters and tons of new rules to enhance your games. Scheduled to ship in July 2022.
GHQ 7022.....\$25.00



CAPSTONE GAMES

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CATHERINE: CITIES OF THE TSARINA

Catherine takes the players to the Tsarina Empire of 1762. Lovingly illustrated, up to 4 players try to win the Tsarina's favor with the help of an innovative card mechanism. As is so often the case, different strategies lead to different goals: do you devote yourself to the development of the fine arts or trade, or perhaps you prefer to secure and thus perpetuate the empire? With a new card mechanism, you will continually find yourself in the dilemma of choosing to use your card for its action or use to activate your other cards! In the end, Catherine will decide whom she will place her trust in. Scheduled to ship in July 2022.
CSG CCT421.....\$54.95

RIFTFORCE: BEYOND EXPANSION

Go beyond the Rift and discover a new plane of possibilities in *Riftforce: Beyond*! Experience *Riftforce* now alone with a challenging solo mode or team up with your friends to fight together and control the Rift in epic three or four-player games. 8 brand new guilds (for a total of 18 with the base game!) provide even more variety whether you are playing solo, duel, or in teams. Scheduled to ship in August 2022.
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Emerald City is the Seattle sourcebook for ***Shadowrun, Sixth World***, detailing all the districts of the city including information on the people and places that make the district move and shake. With vivid information on people and places along with qualities that help shape characters who might come from each district, this book helps weave the city into your game in new ways.

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Scheduled to ship in September 2022.
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FEATURED ITEM

BATTLETECH: MINIATURE FORCE PACK - HANSEN'S ROUGHRIDERS BATTLE LANCE

Whether it's a running battle, a defensive stand, or an all-out planetary invasion, Hansen's Roughriders will always be in the thick of it. They get the job done regardless of how dirty they get in the process. Unleash the Hansen's Roughriders Battle

Lance! Included is the new Penetrator, re-posed Atlas, and new variants of the Enforcer and jumping Hatchetman - no assemble required-along with four MechWarrior pilot cards and four Alpha Strike cards. Perfect for *BattleTech* and *Alpha Strike* action! Scheduled to ship in September 2022.
CAT 35764.....\$19.99



CHESSEX MANUFACTURING

GEMINI: 30MM W/PIPS LUMINARY D6



GEL GREEN-PINK/BLUE

CHX DG3064.....PI



PEARL TURQUOISE-WHITE/BLUE

CHX DG3065.....PI

GEMINI: 50MM W/PIPS LUMINARY D6



GEL GREEN-PINK/BLUE

CHX DG5064.....PI

PEARL TURQUOISE-WHITE/BLUE

CHX DG5065.....PI

CRYPTOZOIC ENTERTAINMENT



DC MOVIE COLLECTIBLES: HARLEY QUINN SUICIDE SQUAD 2021

She's dying to save the world! You can join Harley Quinn's craziest mission yet with this 7.5-inch vinyl figure inspired by her appearance in 2021's *The Suicide Squad*. Stylish and beautiful, with a strong hint of danger, the collectible captures everything you love about Harley. Scheduled to ship in September 2022.

CZE 99999.....\$39.99

CUBICLE 7



WARHAMMER AGE OF SIGMAR - SOULBOUND RPG: ARTEFACTS OF POWER

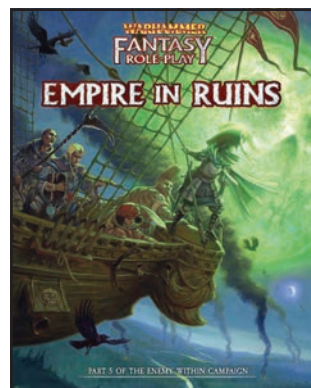
Warhammer Age of Sigmar Soulbound: Artefacts of Power is perfect for those who want to fill their *Soulbound* games with incredible magical items, adventures about fate-defining artefacts, and terrifying arcane manifestations unlike anything seen before. Detailed information about realmstone — crystallised magic energy that can be used to craft powerful weapons, armour, and more. A vast selection of magical weapons, armour, and artefacts, along with methods of randomly generating your own — with thousands of possible combinations! Scheduled to ship in August 2022.

CB7 2535.....\$39.99

WARHAMMER FANTASY RPG: ENEMY WITHIN CAMPAIGN DIRECTOR'S CUT - VOL. 5 EMPIRE IN RUINS

Empire in Ruins is the fifth volume of the revised and updated *Director's Cut* of *The Enemy Within*, one of most highly regarded roleplaying campaigns ever written. After the events of *The Horned Rat* the heroes have won the respect and trust of many in Middenheim, but before they can capitalize on their renown the Empire descends into the turmoil of civil strife. In the final part of the five-part series of grim and perilous *Warhammer Fantasy Roleplay* adventures, a number of threats that the Characters may have thought far behind them reassert their influence. Icons of authority and leadership are found wanting, and the greatest nation in the Old World appears destined to shake itself to pieces. Scheduled to ship in July 2022.

CB7 2420.....\$44.99



EPIC SPELL WARS OF THE
BATTLEWIZARDS

ANNIHILAGEDDON 2

XTREME NACHO LEGENDS

WARNING

CONTAINS AWESOME
MATURE CONTENT
AND PROFANITY

2-5

WIZARDS

17+

AGES

45 MIN!

FIGHT TIME

MAYBE A
LITTLE LONGER

ARE YOU READY TO UNLEASH NACHO-FLAVORED CARNAGE?

Be careful: The arena is **XTREME** this time around. As matter of fact, it's totally **XTREME**, it's totally **NACHO**... AND it's totally f-ing **LEGENDARY**. This game features the most **INTENSE** deck-building gameplay legally available!

COMING AUGUST 2022!

Standalone game, but compatible with games and expansions in the
Epic Spell Wars: ANNIHILAGEDDON series.



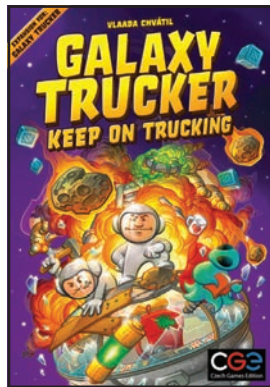
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For more information, visit cryptozoic.com.

MSRP: \$44.95



CZECH GAMES EDITIONS

**GALAXY TRUCKER:
KEEP ON TRUCKING**

Keep on trucking with this new expansion for the relaunched version of *Galaxy Trucker*. With new ship classes, new adventure cards, more ship-building components, Rough Roads cards, and new aliens with unique abilities, your flight through the stars becomes more chaotic and more fun! *Galaxy Trucker* is a fast and goofy family game where 2 to 4 players build space ships in real time by grabbing ship-building tiles as fast as they can. Then they test their ships by flying across a galaxy that wants to blow them up! Scheduled to ship in August 2022.

CGE 00064\$29.95

DEVIR AMERICAS

**HOME SWEET HOME OR NOT**

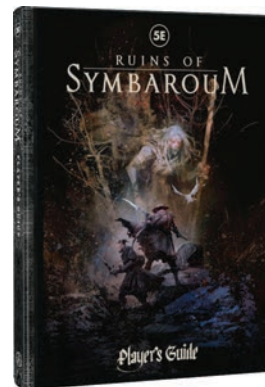
The sun shines through the window, the aroma of recently cooked food wafts through the kitchen, and the dining room looks splendid as it awaits the guests. Everything's pointing to a memorable Sunday — except for the flying dish that just smashed into the attic. Why does this stuff always happen to us? In the cooperative board game *Home Sweet Home (or Not)*, 2-5 players must collaborate to complete the objectives laid out in one of the five missions included in the game. Each mission requires a different layout of the house, which is constructed of different rooms connected by 3D wooden doors. Scheduled to ship in September 2022.

DVR DEVHOMESWEETEN\$39.99

FREE LEAGUE
PUBLISHING**RUINS OF SYMBAROUM RPG:
BESTIARY (5E)**

With the *Ruins of Symbaroum* game line, the acclaimed setting of *Symbaroum* comes to the world's most popular roleplaying game rules! This 236-page *Bestiary*, with its awe-inspiring and award-winning artwork, presents monsters, creatures and adversaries that can be encountered in the world of *Symbaroum*, with stats and rules adapted to the 5th Edition OGL ruleset! Scheduled to ship in July 2022.

FLF SYM020\$44.99

**RUINS OF SYMBAROUM RPG:
PLAYER'S GUIDE (5E)**

With the *Ruins of Symbaroum* game line, the acclaimed setting of *Symbaroum* comes to the world's most popular roleplaying game rules! This richly illustrated, 236-page *Players Guide* introduces setting specific rules and provides guidelines on how to create player characters for adventures in the world of *Symbaroum* using the 5th Edition OGL ruleset! Scheduled to ship in July 2022.

FLF SYM018\$44.99

DV GIOCHI

SPOTLIGHT ON

**GEEKBOX: DOUBLE SIZE
- CLEAR PLASTIC TOKEN
STORAGE BOX/LID (2 PK)**

The problem of organizing board game components is finally solved: you will be able to replace the inconvenient zip-top bags and the home-made containers with our simple and brilliant storage system. *Geekbox* is designed to be stackable and to perfectly fit your game boxes. Contains 2 storage boxes.

DVG 9503\$3.99

**GEEKBOX: SLIM SIZE -
CLEAR PLASTIC TOKEN
STORAGE BOX/LID (4 PK)**

The problem of organizing board game components is finally solved: you will be able to replace the inconvenient zip-top bags and the home-made containers with our simple and brilliant storage system. *Geekbox* is designed to be stackable and to perfectly fit your game boxes. Contains 4 storage boxes.

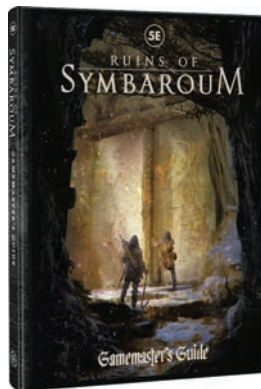
DVG 9502\$3.99

FLOODGATE GAMES

**KITES**

In *Kites*, everyone works together to keep all their kites represented by colorful sand timers in the air. Take turns playing cards, flipping the sand timers, and coordinating with other players to ensure none of the timers run out. If it does, a kite has crashed! Add complication cards for additional challenges.

FGG KIT\$29.95

**RUINS OF SYMBAROUM RPG:
GAMEMASTER'S GUIDE (5E)**

With the *Ruins of Symbaroum* game line, the acclaimed setting of *Symbaroum* comes to the world's most popular roleplaying game rules! This beautifully illustrated, 200-page *Gamemaster's Guide* offers inspiration, guidelines and optional rules that will help you when designing adventures and running game sessions in the world of *Symbaroum* using the 5th Edition OGL ruleset! Scheduled to ship in July 2022.

FLF SYM019\$44.99

**RUINS OF SYMBAROUM RPG:
GAME MASTER'S SCREEN (5E)**

Scheduled to ship in July 2022.

FLF SYM023\$29.99

GATE KEEPER GAMES

**AETHER DICE 7
POLYHEDRAL DICE SET**

Scheduled to ship in July 2022.

**ETERNITY**

GKG AE383\$15.95

**MAGMA**

GKG E0180\$15.95

**HALFSIES 7 POLYHEDRAL
DICE SET**

Scheduled to ship in July 2022.

**GLITTER EDITION PURPLE**

GKG HG50\$14.95

Capstone Games



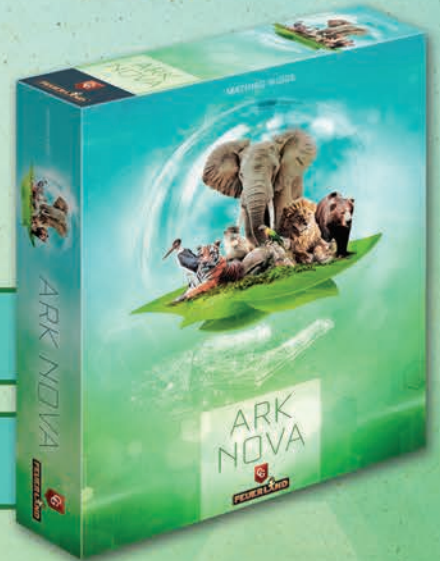
ARK NOVA



THE #1 HIT FROM
 **SPIEL '21**
Internationale Spieltage

Design and build your own zoo

Smooth gameplay with 5 core actions to choose



FS5100

MSRP \$74.95

TWO GREAT BOARD GAMES BY CAPSTONE GAMES



NOW BACK IN STOCK!

Orléans



#30 on Boardgamegeek

Winner of numerous awards and nominations

ORL101

MSRP \$59.95





Firefly Misbehavin'

In Firefly: Misbehavin', players get to control different factions of the Firefly 'Verse, from the criminal enterprises of Badger or Niska, to the self-righteous Alliance, and even Serenity as Mal attempts to find a crew and keep flyin'.

This deckbuilding card game gives each player a unique starting deck of cards, and access to characters, items, and locations in the Core, Border, and Rim. Compete to control your own corner of the 'Verse, or play through different Episodes with a wide variety of objectives.



**60-90
mins**



**2-4
players**



**Ages
14+**

GF9 FFMB01 \$65

Pirates of Skydock

There's nothing wrong with being a pirate - sailing through the stars and making a living by any means necessary. In fact, among some, it's a very honorable position. You're ready, you have a crew, and you just need one more thing: a ship.

But you're in luck! After greasing the right palms, you learned of a newly-refitted vessel ripe for the taking with a skeleton crew of guards protecting it. With the right team, you could take it. The only problem is you're not going to be the only one trying to get that prize...



**60-90
mins.**

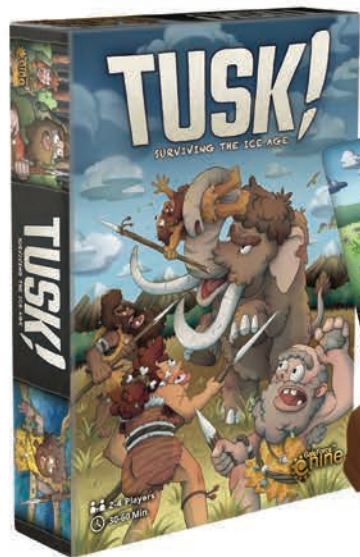


**2-4
players**



**Ages
14+**

GF9 PFSF02 \$60



Tusk!

It's a race against time as the Ice Age approaches. You will need strength and food to survive and lots of it.

The mammoth offers your tribes food beyond your wildest dreams, but they are powerful beasts. You and your fellow players will need to team up to hunt successfully. But there can only be one master of the hunt and, to ensure that's you and your tribe, you'll need to manipulate alliances, hoard supplies, and make use of the land's many resources to become the most powerful tribe and win the game.



**30+
mins.**



**2-4
players**



**Ages
10+**

GF9 CAV01 \$40



Dune: Arrakis

ARRAKIS: Dawn of the Fremen is the brutal, cutthroat game about tribal control of Arrakis, long before the events of the novel Dune.

Each player controls a tribe of Fremen warriors, struggling to gather the scarce resources of Arrakis, developing the weapons and sietches they'll need to survive, and harnessing the power of sandworms for battle.

Will your tribe prevail, or will you vanish into the desert?



60-90
mins



2-4
players



Ages
14+

GF9 DUNE07 \$60

Dune: A Game Of Conquest and Diplomacy

In DUNE you will take control of one of the four great factions –House Atreides, House Harkonnen, the Fremen, and the Imperium, all vying to control the most valuable resource in the universe, melange, the mysterious spice only found at great cost on the planet Dune.

Ship your forces to Dune, harvest spice, seize control of strongholds, and destroy your enemies.

Who will control DUNE...You decide!



30-60
mins.



2-4
players



Ages
14+

GF9 DUNE05 \$60

BESTSELLER

Dune: Betrayal

In this game of tactics and deception you are secret agents amid the sands of Dune.

Your goal is to learn the identities of your foes while protecting your nobles. Enact the aid of strange new tools and allies to gain power and knowledge.

Be clever, practical, and convincing! Hide your true nature while learning theirs.

In the final rounds of battle, you must trust your gut. Whose back will you choose to defend and whose will you stab? The fate of Dune will come down to you.



20-40
mins.



4-8
players



Ages
14+

GF9 DUNE06 \$30

BESTSELLER

GOOD GAMES PUBLISHING

SAND CASTLES

Scheduled to ship in August 2022.

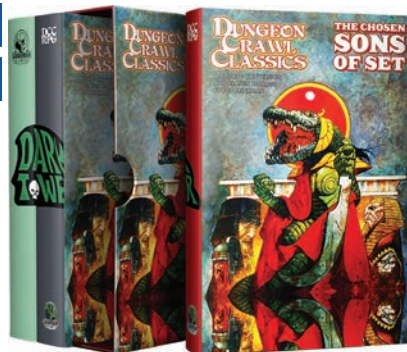
GOP 016\$29.99

TOO MANY COOKS

Scheduled to ship in August 2022.

GOP 015\$29.99

GOODMAN GAMES



DUNGEON CRAWL CLASSICS: DARK TOWER (3-VOLUME SLIPCASED SET)

The Chosen Sons of Set presents three additional fully-developed adventures inspired by the classic *Dark Tower* ready to continue the campaign! Additional riches, powerful eldritch sorceries, endless glory and grisly death can also be found in The Chosen Sons of Set! A three-volume hardcover slipcase. Includes all-new cover artwork by fantasy legend Sanjulian. Ranked by *Dungeon* magazine as one of

the top 30 adventure modules of all time. Designed for DCC RPG characters of level 3. Scheduled to ship in August 2022.

GMG 4720\$150.00

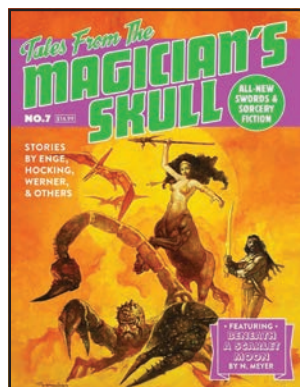
ORIGINAL ADVENTURES

REINCARNATED: #7 - DARK TOWER (3-VOLUME SLIPCASED SET)

The Chosen Sons of Set presents three additional fully-developed adventures inspired by the classic *Dark Tower* ready to continue the campaign! Additional riches, powerful eldritch sorceries, endless glory and grisly death can also be found in The Chosen Sons of Set! A three-volume hardcover slipcase. The seventh release in the hit *Original Adventures Reincarnated*

line. Ranked by *Dungeon* magazine as one of the top 30 adventure modules of all time. Designed for 5E characters of levels 7-8. Scheduled to ship in August 2022.

GMG 50007\$150.00



TALES FROM THE MAGICIAN'S SKULL #7

A gong shivers the mists part to reveal a grisly visage lying upon a mound of rubble, dead but for one glowing, malefic eye. It speaks, in a voice of cold command: Silence, mortal dogs! It is time now for *Tales From The Magician's Skull* #7! Praise me, Mortal Dogs, for once again I bring tales to terrify and delight in equal measure! Oh, great was my pleasure when these stories were presented to me, and I only wish I might witness your first reading of the wonders herein. Doubtless you shall spring forth to cavort in glee and windmill your arms in reckless abandon! Scheduled to ship in August 2022.

GMG 4506\$14.99

TALES FROM THE MAGICIAN'S SKULL #8

Nine new sword-and-sorcery stories from some of the top talent in the industry. Including Sean Crow, James Enge, C.L. Werner and more. This issue introduces Dakagna, Queen of Swords by W.J. Lewis. Original cover artwork by fantasy legend Ken Kelly. New monsters and items taken from the stories and converted for use in your DCC RPG campaign. Scheduled to ship in August 2022.

GMG 4507\$14.99



GRAND GAMERS GUILD

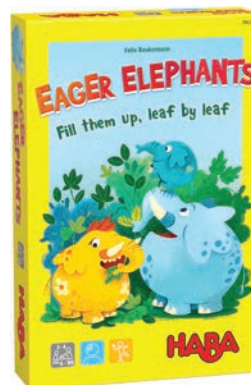


ALDABAS DOORS OF CARTAGENA

In Cartagena, Colombia, the doors speak. Not with words, but with the grandiose knockers that adorn them. In Spanish colonial times, the knockers announced your job and your social status with the design and detail. Lions, lizards, sea creatures, and hands proclaimed the homes' occupants as soldiers, nobles, fishermen, and clergy. *Aldabas* is a puzzley tableau-builder in which you seek to fill your neighborhood with the most influential citizens. On each turn, players will take actions to build their neighborhood or increase their wealth. Clever placement will unlock bonuses, but only if you build in the right way. Scheduled to ship in September 2022.

GGL AL02\$24.99

HABA USA



EAGER ELEPHANTS

Players fill up their hungry eager elephants by covering each space in their elephant's belly with at least one leaf. It's important to make good use of the space! Every round they need to decide which transparent food card fits best. The first player to fill their elephant's belly completely wins. A wildly fun transparent arranging game. Scheduled to ship in August 2022.

HAB 306258\$17.99



PIO'S PIGEON POST

There's a lot of excitement at the post office! Pio of the Pigeon Post has his hands (or rather, wings) full. There is so much mail waiting to be sent out – but please make sure you use the right stamps! Players help Pio calculate the right postage. They'll need a little luck and, above all, some good math skills to get the job done. The player who can correctly calculate postage for the most mail wins.

HAB 306711\$17.99

IELLO



BREAK THE CUBE

Break the Cube is the multiplayer puzzle solving game that will let you go brain-to-brain with your friends! To compete, you will need to build the most complex shape possible behind your screen. Scheduled to ship in June 2022.

IEL 51951\$18.99

**DISTANT SUNS**

In *Distant Suns*, you will try to get as many victory points as possible over three rounds. On your turn, you choose and write a figure on a free Exploration Zone and force your opponents to draw another one on theirs. Encounter aliens, upgrade your ship, discover treasure, and explore black holes and the outer world of the cosmos to become the most famous space explorer of the galaxy! The player with the most victory points after three rounds wins! Scheduled to ship in June 2022.

IEL 51956 \$21.99

**GET ON BOARD:****NEW YORK & LONDON**

In *Get on Board: New York & London*, you have twelve rounds in which to build the best bus line in town. Each round reveals a new card that shows each player the route shape they must complete. Place your bus accordingly on the central board. Take the passengers where they want to go by connecting them and their destination to your bus line, avoid traffic, and gain as many victory points as possible! Scheduled to ship in June 2022.

IEL 51827 \$29.99

JAPANESE GAMES**CHAINSOMNIA**

Chainsomnia is a co-op board game for 1-4 players. Players take the roles of kidnapped children, trying to escape a haunted mansion and a fearsome demon through a haunted mansion. The game combines exploration, item gathering, and react to random events - creating a thrilling experience with multiple secret endings! Scheduled to ship in August 2022.

GGD JPG143 PI

**DOMINA: LATRIA**

Sol, Luna, and Polaris: these are the Celestials you look to for omens that foretell the future in *Latria*. Use astrology to predict which Celestial will be the next to rise and exert its Power over the others. If what you divine truly comes to pass, your foresight will earn you Chaldea's support. Be wary of Eclipse, for she will steal away the Power of the other Celestials. Astrologers whose predictions match yours may be temporary allies, but do not forget they will always be rivals. Scheduled to ship in June 2022.

GGD JPG477 PI

**DOMINA: MARGOT**

Explore the Castles and bring back the Fairy Tales hidden within in *Margot*. Recovering Fairy Tales and rescuing fairies will earn you victory points. The player with the most victory points at the end of the game is the winner. But be warned - the Castles are all with dangerous foes. To win, you will need to discern when to use your fairies' powers, when to rest, and above all, where the line between heroic and foolhardy lies. Scheduled to ship in June 2022.

GGD JPG478 PI

ENCHANTED PLUMES™

Craft Dazzling Plumes to Win!
 Play feathers into plumes
 in descending rows, carefully
 matching colors to score
 the most points. Only
 the most captivating
 peacocks will win!

Game play
30-50
 minutes

Ages
8+

2-6
 players

Calliope
 Games

www.CalliopeGames.com

**DOMINA: NIGHT CLAN**

In *Night Clan*, players will hide their Daughters and Riches in Locations around the village of Bergen to protect them from a marauding Troll! Drive to the Troll using the Mistletoe card, or slip away by making use of the Night Watch cards. The player who best protects their Daughters and Riches will earn the most points and win the game. Scheduled to ship in June 2022.

GGD JPG474 PI

HEIKI STRIKE ALTERNATIVE

Mysterious Heiki - spirits of weapons that take on human form - have appeared all over the world. Though they seem willing to follow orders from humans, they long to recreate the battles of the past. Head to the old battlegrounds once again and take the fight to your foes in *Heiki Strike Alternative*, a tactical two-player card game with deep strategy, intense action, and competitive gameplay themed around mysterious 'Heiki' spirits! Scheduled to ship in June 2022.

GGD JPG275 PI

**KAMIGAMI BATTLES: INTO THE DREAMLANDS EXPANSION**

An expansion pack for *Kamigami Battles: Rise of the Old Gods*. Scheduled to ship in August 2022.

GGD JPG641 PI

KAMIGAMI BATTLES: RISE OF THE OLD ONES

Kamigami Battles - the epic deckbuilder game of duelling gods - is going Lovecraftian with *Kamigami Battles: Rise of the Old Ones*, taking the battle to the Dreamlands and beyond with ancient powers, creeping madness, and mythic artifacts! Scheduled to ship in June 2022.

GGD JPG639 PI

**KAMIGAMI BATTLES: THE STARS ARE RIGHT EXPANSION**

An expansion pack for *Kamigami Battles: Rise of the Old Gods*. Scheduled to ship in August 2022.

GGD JPG640 PI

KEYMASTER GAMES**TRAILS: A PARKS GAME**

Take a hike in *TRAILS*, exploring iconic sites and national parks across the U.S., gathering resources, observing wildlife, and earning wilderness badges. *TRAILS* is a standalone adventure in the *PARKS* series with artwork from the Fifty-Nine Parks Print Series.

KYM 0701 \$19.99

KONAMI DIGITAL ENTERTAINMENT**YU-GI-OH! TCG: 2022 HOLIDAY BOX DISPLAY (5)**

Each 2022 *Holiday Box* (official name TBD) contains: 1 pack of 70 card sleeves (in 1 of 6 new sleeve designs: Sky Striker, Mayakashi, or Witchcrafter) and 4 booster packs with 5 Ultra Rare cards per pack. The 2022 *Holiday Box* booster set includes a mix of new and old cards. Select cards are available in the Egyptian Hieroglyphic Pharaohs Rare Ultra Rare foil style. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 85818 \$124.95

SPOTLIGHT ON**YU-GI-OH! TCG: BATTLES OF LEGEND - CRYSTAL REVENGE BOOSTER DISPLAY (24)**

The all-foil *Battles of Legend: Crystal Revenge* booster set introduces new, never-before released cards from the Yu-Gi-Oh! animated series ranging from the original all the way through Yu-Gi-Oh! *VRAINS*! Duelists who built a Deck with Joker's Knight from King's Court and the 3 Musketeers of Face Cards will finally be able to incorporate Yugi's Royal Straight Slasher from the finale of the Grand Championship arc into their strategy! In addition to a wide array of cool new cards, *Battles of Legend: Crystal Revenge* will give Duelists another chance to acquire select older cards as well. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 85831 \$100.56

SPOTLIGHT ON**YU-GI-OH! TCG: LEGEND OF THE CRYSTAL BEASTS STRUCTURE DECK DISPLAY (8)**

Rediscover the power of family bonds with *Structure Deck: Legend of the Crystal Beasts*! This *Structure Deck* gives a beloved theme from the Yu-Gi-Oh! *GX* animated series a brand-new shine! Originally debuting in *Force of the Breaker*, Jesse Anderson's Crystal Beasts are back in a big way with many new cards, including a new form of Rainbow Dragon as a Fusion Monster that can reach 11000 ATK, clear the field, and unleash your banished *Crystal Beast* monsters for a devastating final blow! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 85800 \$87.92

SPOTLIGHT ON



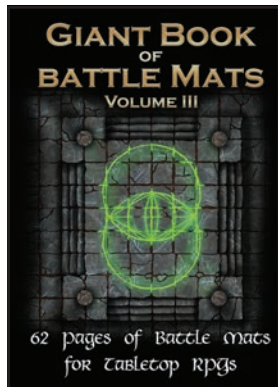
AHOY

You are smugglers and soldiers on the high seas. Each round, you'll roll dice and place dice to take unique actions of your faction. Control regions and deliver cargo to gain Fame and win the game! Play As The...Bluefin Squadron, a company of sharks and their toothy friends, who keep order with shot and sword. Mollusk Union, an alliance of undersea creatures and their loyal comrades, who fight to reclaim their home. Smugglers, maverick captains who run blockades to deliver cargo to those with the most need coin. Leder Games mandates their products only be sold in your brick & mortar store, or through a website you own. Scheduled to ship in October 2022.
LED 05000\$40.00

LOKE BATTLE MATS

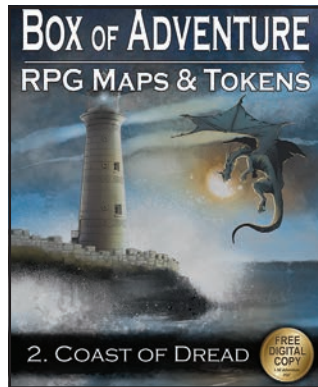
BATTLE MATS

Scheduled to ship in September 2022.



GIANT BOOK OF BATTLE MATS - VOLUME III

LBM 031\$46.99



BOX OF ADVENTURE: COAST OF DREAD

LBM 029\$35.00

MODIPHIUS



ACHTUNG! CTHULHU 2D20: ASSAULT ON THE FUHRER TRAIN

Climb Aboard Hitler's Steel Behemoth! It is November 1944 and as winter descends, the Allied advance rumbles to a halt on the borders of Fortress Germany. Credible intelligence reaches a local resistance cell that an armored train which contains the Fuhrer himself, is heading toward a secret Black Sun and Nacht Wolfe facility deep in the heart of the forest. With time pressing, resistance leader Marta Archambaud seizes her chance and decides to gamble on a covert raid, hoping to clamber aboard, sweep through the train, and cut off the head of the snake by assassinating Hitler himself. Scheduled to ship in August 2022.
MUH 052306\$19.99



• New Threats! Werewolves and Vampire Hunters!

• Events add a new twist every round!

• New Powers to attack new dangers and even other Vampires!

• High Stakes is an expansion for The Hunger. Base game required.

2-6 Players Ages 12+ 60 Min
RGS02472 MSRP \$30

AVAILABLE SOON!



www.renegadegames.com

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**ACHTUNG! CTHULHU 2D20:
SHADOWS OF ATLANTIS
2D20 EDITION**

Embark on an epic globe-spanning adventure that takes you from the dawn of the Secret War to the fall of ancient Atlantis itself! It is the summer of 1939 and as storm clouds gather over Europe, word reaches the Allies of the curious case of Dr. Botho Ehrlichmann, a noted academic and scholar. As the events around his mysterious disappearance begin to unfold, it draws Allied agents into a global web of intrigue, as they start to assemble the clues which point to a legendary artefact, which was shattered into its component parts during the fall of Atlantis. Scheduled to ship in August 2022.

MUH 051747\$44.99

**ELDER SCROLLS: CALL TO ARMS -
DWEMER MARKERS AND TOKENS**

Scheduled to ship in August 2022.

MUH 0330251\$40.00

**CONAN: THE AGE OF
CONAN SOURCEBOOK**

The Age of Conan Sourcebook brings the exciting and unique treatment of the Hyborian Age of Conan to the tabletop. Offering alternative means of play, new character options, alternate versions of areas, and new regions and areas beyond any Howard dreamed of. Set in this variant Hyborian world, *The Age of Conan Sourcebook* adds new thrills and twists to existing *Conan* campaigns and new opportunities for advancement. Scheduled to ship in August 2022.

MUH 050406\$34.99

**FALLOUT: WASTELAND WARFARE****ASTOUNDINGLY AWESOME
TALES - CHAPTER 1**

This astonishingly action-packed 52-page expansion for the *Fallout: Wasteland Warfare* miniatures game includes an abundant assortment of scenarios that can be played individually or linked together into five three-part mini-campaigns. *Astoundingly Awesome Tales Chapter 1* also includes optional supporting material that can be used for either solo or versus games, and amazingly atmospheric narrative suggestions that help to ground your forces in the battlefield and provide motivation for the factions involved. Scheduled to ship in August 2022.

MUH 052247\$16.00

**CREATURES MONGREL
SCAVENGING PACK**

Scheduled to ship in September 2022.

MUH 052228\$40.00

**FIVE LEAGUES FROM
THE BORDERLANDS**

Five Leagues From the Borderlands is a solo adventure wargame where you take the role of a warband of heroes and adventurers and explore a grim fantasy world full of monsters, enemies, creeping malice and exciting quests. The whole campaign is generated procedurally with each battle created from over 100 different enemy types, 17 unique foes and 6 scenario types that can play out in a wide number of ways. As you play, you will explore the game world, discover new locations and take on quests and jobs. Scheduled to ship in July 2022.

MUH 095V001\$47.00

KULT

Scheduled to ship in August 2022.

**BEYOND DARKNESS AND
MADNESS - STANDARD EDITION**

Beyond Darkness and Madness is a Gamemaster sourcebook for *KULT: Divinity Lost*. This supplement outlines the Gamemasters overall responsibilities and provides them with tools for running effective gaming sessions and presenting horrifying narratives. Additionally, the source book provides inspiration for developing compelling narratives, intriguing characters, and personalized settings. The book is divided into three distinct sections - Storytelling, Atmosphere, and Reflections.

MUH 052422\$46.00

**DIVINITY LOST - DICE SET
(INFERNO EDITION)**

MUH 052420\$21.00

**LABYRINTHS & SECRET CHAMBERS**

This bundle includes a pad with 100 unique locations. It is meant to be a handy tool for the Gamemaster when prepping locations for a scenario or in need of a reference (or perhaps some wild inspiration) during play. Here you will find locations like apartments, hospitals, penthouse floors, gas stations, subway systems, motels, alleyways, as well as strange labyrinths and locations beyond the realm of Elysium. Each map comes with an assortment of descriptions that are meant to inspire and help setting the tone. Scheduled to ship in August 2022.

MUH 052426\$45.00

**SCREAMS AND WHISPERS -
STANDARD EDITION**

Screams and Whispers is a scenario collection with six newly written scenarios. They follow a variation of themes and touch upon different genres of horror, all firmly rooted within the *KULT* mythos and setting.

MUH 052424\$46.00

DECK OF TRAITS

The *Deck of Traits* consists of a box with 210 cards describing all advantages, disadvantages, and dark secrets available for the aware archetypes. This makes references to rules for the Gamemaster and the players much easier during play. The players can easily hold on to the cards with the features applicable to its character.

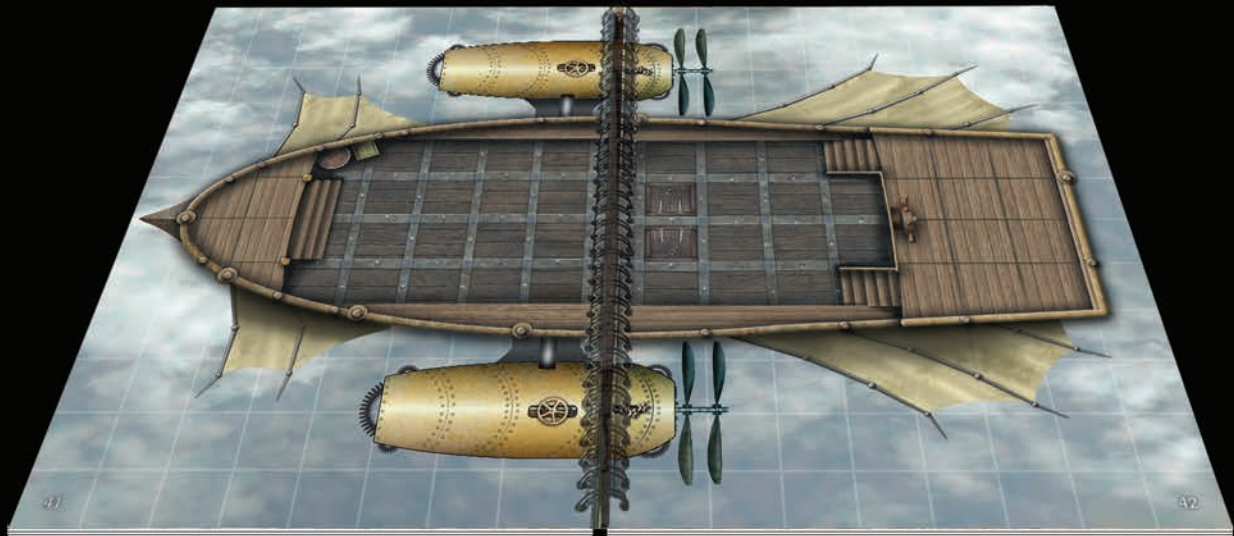
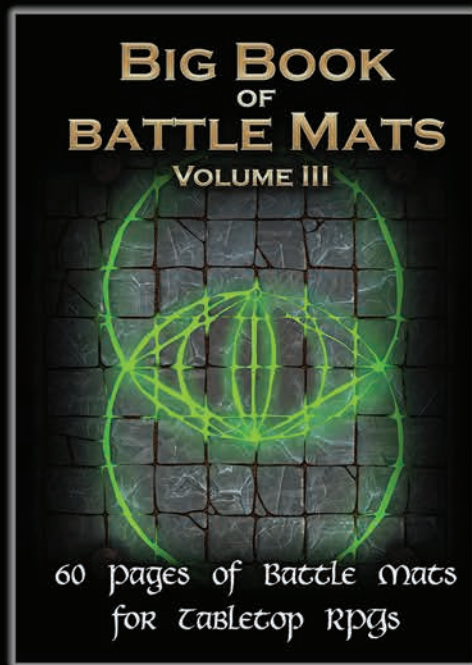
MUH 052430\$39.00

**CREATURES BRAHMIN HERD**

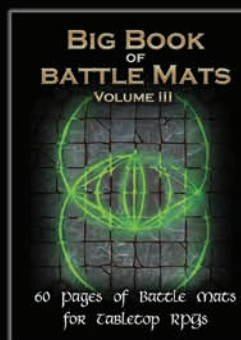
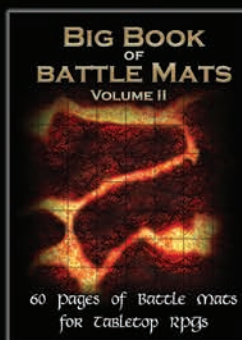
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20-40
minutes

Ages
8+

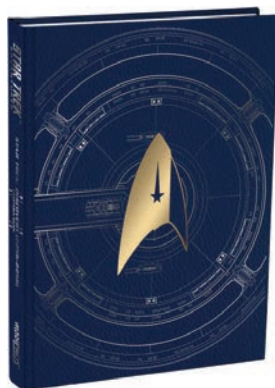
2-6
players

WEAPON DECK

The *Weapon Deck* for *KULT: Divinity Lost* consists of 55 cards with rules, information, and illustration of both completely new as well as previously presented weapons and gear, such as the assault rifle, shotgun, explosives, flashbang grenades, heavy body armor, magnum handgun, pocket pistol, Molotov cocktail, and many more. The deck facilitates for the players and the Gamemaster with easy reference to applicable rules and data.



MUH 052421 \$21.00



STAR TREK ADVENTURES RPG: STAR TREK - DISCOVERY (2256-2258) CAMPAIGN GUIDE

The *Star Trek: Discovery* (2256-2258) Campaign Guide presents an all-new time period for telling dramatic *Star Trek Adventures* stories based on the first two seasons of *Star Trek: Discovery*. Engage in desperate battles, investigate scientific wonders and strange alien constructs, participate in post-war recovery, and join the search for the mysterious Red Angel. The divided Klingon Empire unites under one banner. Total war breaks out between the Federation and Klingon Empire. Scientists and explorers are forced to become soldiers. Independent traders and civilians everywhere struggle to survive and thrive. How do you join the fight for the future? Scheduled to ship in August 2022.

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COLLECTOR'S EDITION MUH 0142202 \$88.00

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THE DARKEST HOUSE

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MKG 294 \$49.99



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Stealing Stories for the Devil is an RPG set in a world that's been wracked by interdimensional anomalies. As passengers on a spaceship set to return to 31st century Earth, the player characters instead find themselves in the 21st century - wherein strange objects are causing the world to literally tear itself apart. The player characters must use their wits, skills and lies to gain access to these strange objects and perform the heist required to fix their reality. Scheduled to ship in August 2022.

MKG 309 \$69.99



MonteCook
Games

TEN YEARS OF ADVENTURE

Scheduled to ship in September 2022.

MKG 320 \$49.99

TERRAIN ESSENTIALS

A BOOK ABOUT MAKING
WARGAMING TERRAIN

BY MEL BOSE

THE TERRAIN TUTOR

Mel Bose – **The Terrain Tutor** – has been building terrain for almost as long as he can remember. When he was five, Mel built playsets for his little green army men in the corner of a craft store. He was often assisted by model railroaders who were regulars at the store and, by the time he turned 15, Mel was primed for a life of building terrain.

Mel has traveled the world, as a medic in the army, a physiotherapist, and even a salesman. He has worked with people from all walks of life, and looked at things from many different perspectives. It is this approach that he brings to his successful YouTube channel, The Terrain Tutor. Since 2014, Mel has made a living from sharing his passion – teaching people everything he knows about building terrain for tabletop wargaming, for hobbyists, clubs, displays, and for dioramas – and it's that passion and knowledge that he is bringing to this 192-page hardcover book!

TERRAIN ESSENTIALS INCLUDES:

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- TECHNIQUES • BASES & BOARDS
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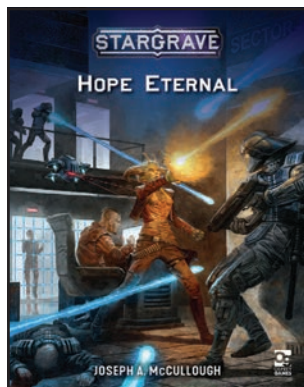
OSP RPG012\$35.00



GRAN MECCANISMO

Gran Meccanismo is a roleplaying game of swashbuckling adventure in a Renaissance Italy where Florence's winding alleys play host to spies, scholars, and sell-swords alike. Players are nobles, mercenaries, inventors, and artisans who may find themselves crossing wits with Machiavelli, avoiding the dangerous charms of Lucretia Borgia, or hearing Christopher Columbus telling tales of the new world he has discovered... Scheduled to ship in August 2022.

OSP RPG009\$35.00



STARGRAVE: HOPE ETERNAL

Since the end of the Last War, the great pirate fleets have roamed the ruins of the galaxy, pillaging, extorting, and enslaving. No one has had the power to stand against them, and the desperate few who have tried, have been quickly and brutally crushed. However, when the independent crews are hired for a simple hostage rescue, it leads to a dangerous opportunity to strike a blow against tyranny. Two of the largest and most vicious pirate fleets are meeting for a parlay near the ruins of an ancient research station... one that once experimented with 'supernova-level events'. If the crews can locate the station, slip past the pirates, and infiltrate the facility, it might be possible to release such an event just as the fleets have gathered... Scheduled to ship in September 2022.

OSP GAM050\$30.00

PAIZO PUBLISHING



PATHFINDER RPG: ADVENTURE PATH - BLOOD LORDS PART 3 - FIELD OF MAIDENS (P2)

Field of Maidens is a *Pathfinder* adventure for four less-than-good-hearted 8th-level characters. The adventure continues the *Blood Lords Adventure Path*, a six-part, monthly campaign in which the characters rise from skilled troubleshooters to join the Blood Lords who rule a land of the dead. The adventure also details the celestial matriarchy of Holomog and examines the undead shadows that plague the world's dark places. New items, spells, monsters, and more await your examination in *Field of Maidens*! Scheduled to ship in September 2022.

PZO 90183\$26.99



PATHFINDER RPG: CROWN OF THE KOBOLD KING HARDCOVER (P2)

Celebrate Paizo's 20th Anniversary with a glorious new edition of *Crown of the Kobold King*, the epic original *Pathfinder* adventure! This deluxe, 128-page hardcover gathers three classic *Pathfinder* adventures into one unforgettable compilation, expanding them into a mini-campaign and introducing a brand-new dungeon level for heroes to explore. Completely updated to *Pathfinder Second Edition*, the insidious Kobold King and his minions return to bedevil a new generation of adventurers! Will your heroes save the town of Falcon's Hollow from the Kobold King, or are they doomed to become the king's latest trophies? The deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. Scheduled to ship in September 2022.

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PATHFINDER RPG: FLIP-MAT - CROWN OF THE KOBOLD KING (P2)

What secrets and dangers lie hidden within the walls of this ancient ruin or this remote boneyard? *Pathfinder Flip-Mat: Crown of the Kobold King* presents the ruins of an ancient dwarven monastery on one side and a rural cemetery on the other, both of which are significant encounter locations for the new *Crown of the Kobold King Anniversary Edition* hardcover adventure! Scheduled to ship in September 2022.

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PATHFINDER RPG: LOST OMENS - GODS & MAGIC HARDCOVER (SPECIAL EDITION) (P2)

An indispensable 136-page resource for both players looking to flesh out their characters' motivations and Game Masters aiming to bring the evil cults, zealous evangelists, and holy warriors of their campaigns to life, *Pathfinder Lost Omens Gods & Magic* is an essential addition to any *Pathfinder Second Edition* campaign! This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. Scheduled to ship in September 2022.

PZO 9303-SE\$59.99



PATHFINDER RPG: FLIP-MAT - PLANAR TAVERN

Everyone needs a place to rest, relax, and have a drink after a long day of travel or exploration, and those who ply the dimensional paths of the multiverse are no exception! This line of gaming maps provides ready-to-use and captivatingly detailed fantasy set pieces for the busy Game Master. The next time your reality-hopping party needs somewhere to rest up between their travels from Heaven to Hell to wherever, these maps have you covered with two different planar taverns. With *Pathfinder Flip-Mat: Planar Tavern*, you'll be ready the next time your players stop for a drink in the Great Beyond! Scheduled to ship in September 2022.

PZO 30124\$16.99

SPOTLIGHT ON



STARFINDER RPG: ADVENTURE PATH - DEAD SUNS

Starfinder's very first campaign explodes onto the pages of this massive hardcover compilation, containing all six adventures in the *Dead Suns Adventure Path*, a galaxy-spanning campaign that helped launch the *Starfinder* RPG, along with support articles, rules, monsters, and more! The deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. Scheduled to ship in September 2022.

HARDCOVER PZO 7604.....\$49.99
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STARFINDER RPG: ALIEN ARCHIVE 2 (POCKET EDITION)

Battle or befriend more than 100 weird and alien life forms in this creature collection for the *Starfinder* Roleplaying Game! Every new world and space station comes with its own dangers, from strange new cultures to extraterrestrial predators to massive spacefaring organisms capable of battling starships. The pocket edition presents the same contents in a smaller sized softcover for a lower price and better portability. Scheduled to ship in September 2022.

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STARFINDER RPG: FLIP-MAT - SPACE STATION PROMENADE

After days or weeks being cooped up in a starship on a long journey, heroes deserve some time to stretch their legs (or other ambulating appendages) and interact with their fellow citizens of the galaxy. And there's often no better place to do so than a wide-open thoroughfare on the nearest space station! This double-sided *Starfinder Flip-Mat* features a luxurious stretch of walk through an ultra-modern space station on one side and a bustling, crowded marketplace area on the other. *Starfinder Flip-Mats* present ready-to-use science-fantasy set pieces for the busy Game Master. With *Starfinder Flip-Mat: Space Station Promenade*, you'll be ready for when your players visit their next port of call! Scheduled to ship in September 2022.

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Wildstyle is a competitive game for 2-5 players played in real time. Quickly grab the cards you need to claim different districts of the town. As your crew takes over train stations, residential blocks, and industrial wastelands, try to complete objectives and maximize your score. This fast and frenetic game is sure to be a hit with gamers of all ages.

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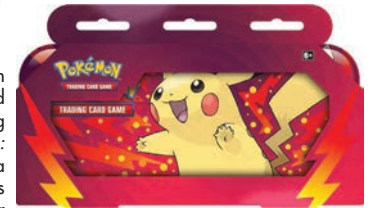
POKÉMON USA

POKÉMON TCG

BACK TO SCHOOL - ERASER BLISTER

Looking for the perfect eraser for a new project or a new class? You can choose a favorite Pokémon eraser and add to your Pokémon TCG collection at the same time! Inside, you'll find: 1 of 2 favorite Pokémon erasers featuring Pikachu or Eevee and 2 Pokémon TCG booster packs to expand your collection.

PUI 29080953..... PI



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When you're getting ready for a day in class, organize your pens and pencils, and have a little fun at the same time by adding to your TCG collection! The Pokémon TCG: Back to School Pencil Case includes: a sturdy tin to keep your pens and pencils organized and 2 Pokémon TCG booster packs to expand your collection.

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POKÉMON GO - PIN COLLECTION

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POKÉMON GO - POKE BALL TIN DISPLAY (6)

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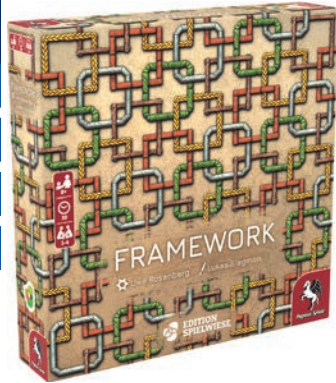
TRAINER'S TOOLKIT (2022)

Turn your card collection into playable, fun, and winning Pokémon Trading Card Game decks! Inside this box, you'll find a plethora of Trainer cards and Energy cards, plus a Deck Builders Guide to putting them all together to create a deck that showcases your best Pokémon! You'll find everything you need to help you make the choices every deck builder faces: More big Pokémon? More strategic Trainer cards? How much Energy is too much? Steer a course for completely new decks, original combos, and all the fun of head-to-head competition with the Pokémon TCG: Trainers Toolkit!

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Only one raccoon can reach the golden trash can. Strategically use cards to climb up houses and vault into the backyard. But be careful, there's only so much room and opposing raccoons can push you out of the way and tumbling down!

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50 years ago, humanity began mining the Moon and the asteroids, and for decades that task was firmly kept in the hands of the World Government. But the tumults of recent years have caused this enterprise to collapse. The heart of Skymines is a unique card programming and hand management system that requires careful and clever planning. It provides deep player interaction by letting you invest in any of the four companies as you see fit. And as the combination of company abilities changes each game, there are endless synergies and strategies to explore. Scheduled to ship in June 2022.

PNA 57807E..... \$69.99

PINK TIGER GAMES



RABBIT RABBIT

The goal of Rabbit Rabbit is to be the first to collect seven cards by answering questions correctly, and play starts with the person whose birthday is closest to the current date. In clockwise order, players take turns answering question cards pulled from the top of the deck by the person to their right, taking care to keep the answer hidden. If the player answers it correctly, they keep the card. If they don't, it's discarded. When you win your sixth card and are one card away from winning, you must say "Rabbit Rabbit" out loud. If you forget and another player notices and says it first, skip your next turn, giving everyone else a chance to catch up. Scheduled to ship in June 2022.

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YOU THINK YOU KNOW ME

You Think You Know Me playfully tests how well you know your friends, giving you a chance to learn more about what they love and who they are. Each player starts with seven cards in hand, cards that say things like "I know that your secret talent is _____" or "I know that you would/wouldn't want to live forever." On a turn, you pick another player, play a card from hand, and say how you think they would answer the question. If you're right, you discard the card; if not, you have to draw a new card and add it to your hand. Whoever first discards all their cards wins. Scheduled to ship in June 2022.

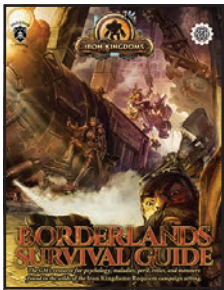
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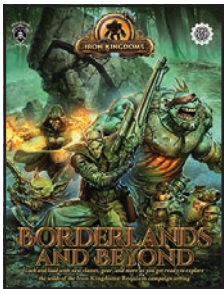
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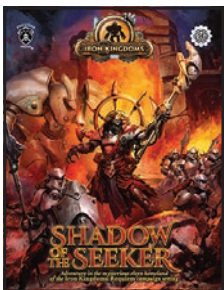
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Seasons of Arcadia is a deeply strategic, yet very approachable game. Players assume the roles of powerful faerie lords, each attempting to dominate the entire year with their seasonal magic. Scheduled to ship in September 2022.
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SPOTLIGHT ON



POKÉMON LABYRINTH
Join Pikachu, Squirtle, Charmander, and Bulbasaur as they search for other Pokémon lost in a maze! On your turn, you'll shift the maze and move along the path, trying to get to the characters on your cards while blocking your opponents. Be the first to find all your Pokémon and make it back to your starting place to win! With over 20 million copies sold worldwide, Labyrinth is a classic Ravensburger game featuring a unique moving maze gameboard. Shift the maze to reveal new paths and find your way to Eevee, Snorlax, Gengar, and more. Block your opponents by moving walls and be the first to find all of your friends! Scheduled to ship in June 2022.
RVN 26949 PI

RED RAVEN GAMES



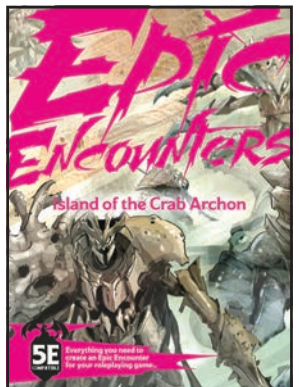
MEGALAND
Are you ready to run? Push your luck in the video game world of Megaland to fight monsters (and bunnies) and collect coins!
RVM 020.....\$19.99

RIO GRANDE GAMES



MESSINA 1374
In 1374, merchant galleys from the Crimean Peninsula arrived in Sicily and docked at the ancient port of Messina. The galleys had rats. The rats had fleas. And the fleas carried a plague that would come to be known as the Black Death. Over the next four years, in cities across Europe, half the population would die. In Messina 1374, the latest game from the designer of Underwater Cities and Praga Caput Regni, players take the role of noble families with landholdings in the countryside around Messina. They attempt to rescue people from the plague by relocating them to their estates. Scheduled to ship in June 2022.
RGG 613\$74.95

STEAMFORGED GAMES



EPIC ENCOUNTERS: ISLAND OF THE CRAB ARCHON
Scheduled to ship in August 2022.
SFL EE-015.....\$54.95



GODTEAR: JAAK, THE DUBIOUS ALCHEMIST
Scheduled to ship in June 2022.
SFL GT-028.....\$32.95

TEETURTLE



HERE TO SLAY: HERE TO SLEIGH EXPANSION
This festive Here to Slay expansion pack will make your Christmas wishes come true! It includes 2 new card types, 4 Holiday Overlay cards that give your Party Leaders new effects, and a brand new win condition to add to the holiday fun. Tee Turtle mandates their products only be sold in your brick & mortar store, or through a website you own. Scheduled to ship in September 2022.
TET 6981-HS-EXP1 PI

ULTRA PRO INTERNATIONAL

DUNGEONS & DRAGONS

Scheduled to ship in August 2022.



ASTRAL ADVENTURER'S GUIDE - CHARACTER FOLIO WITH STICKERS
UPI 19435..... PI



ASTRAL DREADNOUGHT GAMER POUCH
UPI 19605..... PI



BOO'S ASTRAL MENAGERIE - CHARACTER FOLIO WITH STICKERS
UPI 19434..... PI



COVER SERIES PLAYMAT - ASTRAL ADVENTURER'S GUIDE
UPI 19429..... PI



COVER SERIES PLAYMAT - BOO'S ASTRAL MENAGERIE
UPI 19428..... PI



COVER SERIES PLAYMAT - LIGHT OF XARYXIS
UPI 19427..... PI



COVER SERIES WALL SCROLL - ASTRAL ADVENTURER'S GUIDE
UPI 19432..... PI



COVER SERIES WALL SCROLL - BOO'S ASTRAL MENAGERIE
UPI 19431..... PI



GABRIEL J. COHN

SPACE STATION PHOENIX

Assemble your fleet and build your station!



The Galactic Council is considering expansion into a recently discovered solar system, one with a yellow dwarf star and some interesting-looking planets, including one that holds a species that could soon develop the technology required to join them.

You have assembled a rag-tag fleet of ships. They don't look like much, but they contain the one thing you need to build the station - Metal. You will need to dismantle this fleet, one ship at a time, to get it. Each time you turn a vessel into metal, your action options become more limited.

Do you dismantle your last fast Transport ship - your only lifeline back to the Council HQ? Or the Terran Expedition craft you use to travel down to that little blue planet to gather the food and water your workers need to survive? It is all up to you and your crew in *SPACE STATION PHOENIX*!

Game Features:

- Start with a rag-tag fleet of ships and compete with your opponents to build the best space station in the solar system
- Decide when to scrap your valuable ships to provide rare materials to grow your station
- Use of your own ships or bribe the opponents' crews to stay one step ahead
- Work behind the scenes to become master of the guilds and take benefits from other players' actions
- Almost infinite replayability - millions of possible setup options for each game

Available May 2022!

www.RioGrandeGames.com





COVER SERIES WALL SCROLL - LIGHT OF XARYXIS
UPI 19430..... PI



REALMSPACE D20 JUMBO PLUSH
UPI 19412..... PI

VERY SPECIAL GAMES



CHARTY PARTY: ALL AGES EDITION
Need a goofy, smart game that you can play with the whole family? *Charty Party: All Ages Edition* is just as hilarious as the original, and you just might get better at understanding charts along the way. If you are a teacher, we guarantee this is the the most fun way to have your students learning graphs without even realizing it! Scheduled to ship in June 2022.
VSG CPAA\$19.99

WARLORD GAMES

BLACK POWDER: EPIC BATTLES - WATERLOO
Scheduled to ship in June 2022.



BLUCHER'S PRUSSIAN ARMY STARTER SET
WLG 311514004..... PI



PAPELOTTE FARM SCENERY PACK
WLG 318810006..... PI



PLANCENOIT SCENERY PACK
WLG 318810003..... PI



PRUSSIAN CAVALRY BRIGADE
WLG 312001802..... PI



PRUSSIAN INFANTRY BRIGADE
WLG 312001801..... PI

GAMES



HEAVY METAL REALMSPACE D20 DICE SET
UPI 19409..... PI



HEAVY METAL REALMSPACE D6 DICE SET
UPI 19410..... PI



HEAVY METAL REALMSPACE RPG DICE SET
UPI 19408..... PI



LIGHT OF XARYXIS - CHARACTER FOLIO WITH STICKERS
UPI 19433..... PI



REALMSPACE D20 PLUSH DICE BAG
UPI 19411..... PI

UPPER DECK ENTERTAINMENT

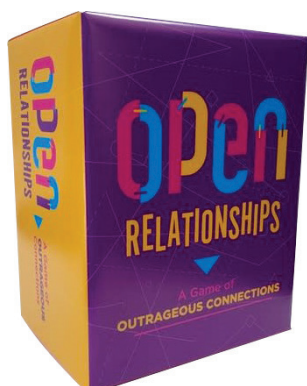
VS SYSTEM 2PCG



MARVEL - HOUSE OF X (1 OF 3)
Introducing our newest 200-card Giant-Sized Starter! *House of X* is the first issue of the three-part *Heroes of Krakoa* Story Arc. Professor Charles Xavier reveals his master plan to build a nation for mutants on the living island of Krakoa, beyond the reach of any human leaders who would dare threaten mutantkind! Scheduled to ship in July 2022.
UDC 98804..... PI

MARVEL - THE NEW BROTHERHOOD (2 OF 3)
The New Brotherhood is the second issue of the *Heroes of Krakoa* Story Arc. This 55-card set includes Super Villains across the Marvel Universe and chronicles the chaos they have unleashed upon humanity. Scheduled to ship in July 2022.
UDC 98806..... PI

MARVEL - X-FORCE (3 OF 3)
In this final 55-card installment to the *Heroes of Krakoa* Story Arc, the powerful X-Force team will give you the power to vanquish your opponents. Scheduled to ship in August 2022.
UDC 98808..... PI



OPEN RELATIONSHIPS
What's the funniest thing "Santa" and "Bedwetting" have in common? (We think "Surprisingly warm" might be the winner, but that's your call.) No two rounds of *Open Relationships* are ever the same. If you're sick of "play a card, judge picks the winner" style party games, we think you'll like this one. Players connect two intentionally different ideas using their imagination and sense of humor, with hundreds of dry-erase prompt cards and some markers. Scheduled to ship in September 2022.
VSG ORCORE\$24.99



RANSOM NOTES
Make the best answer to an outrageous prompt... but you can only use your own pool of word magnets! Master wordsmiths and "shy" people alike have no choice but to create hilariously awful responses - an equal playing ground for all! Learn to play in one minute and endlessly replayable - no two responses will ever be the same. Scheduled to ship in July 2022.
VSG RNCORE\$34.99

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

DARK SOULS™

THE ROLEPLAYING GAME



PREPARE TO DIE

Experience *Dark Souls* like never before in this **complete tabletop roleplaying game** of adventure, horror, and tactical combat.

Inside the core book pages is **everything** you need to run thrilling roleplaying campaigns set in the ruinous *Dark Souls* universe.



COMPATIBLE

OUT NOW

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PRUSSIAN LANDWEHR BRIGADE
WLG 312001803 PI

WIZARDS OF THE COAST

DUNGEONS & DRAGONS RPG

SPOTLIGHT ON



CAMPAIGN CASE CREATURES

Unleash a menagerie of creatures with this set of creature tokens for the worlds greatest roleplaying game. This campaign case equips the Dungeon Master with a large set of customizable creature tokens that will complement any D&D adventure or home brew campaign. The high-quality creature discs and broad selection of reusable creature clings makes this kit ready for any encounter. It's also the perfect companion to *Campaign Case: Terrain*. Use these Campaign Cases together to create a premium experience for all your adventures.

WOC C99440000 \$64.99

SPOTLIGHT ON



CAMPAIGN CASE TERRAIN

A premium tactical terrain set for the worlds greatest roleplaying game. This terrain campaign case contains everything a Dungeon Master needs to construct encounters for your wilderness, dungeon, and city adventures, including a set of double-sided adventure tiles and a collection of illustrated adventure clings to customize your maps. This kit is also the perfect companion to *Campaign Case: Creatures*. Use these Campaign Cases together to create a premium experience for all your adventures.

WOC C99430000 \$64.99

SPOTLIGHT ON



SPELLJAMMER ADVENTURES IN SPACE

A thrilling space-based campaign for the worlds greatest roleplaying game. Home of the stars and gateway to the heavens, the Astral Plane teems with excitement and possibility. With the help of magic, spelljammers can cross the oceans of Wildspace, ply the silvery void known as the Astral Sea, and hop between worlds of the D&D multiverse. This collection contains everything a Dungeon Master needs to run a campaign set in the starlit realms of Wildspace and the Astral Sea, as well as new options for players who want to create characters at home in this fantastic setting.

HARDCOVER WOC D09890000 \$69.99

ALTERNATE COVER WOC D09900000 \$69.99

SPOTLIGHT ON



STARTER SET - DRAGONS OF STORMWRECK ISLE

The *Dungeons & Dragons Starter Set: Dragons of Stormwreck Isle* is your gateway to action-packed adventures in the cooperative storytelling game *Dungeons & Dragons*, where heroes battle monsters, find treasure, and undertake epic quests. This box contains the essential rules of the game plus everything you need to play heroic characters caught up in an ancient war among dragons as they explore the secrets of Stormwreck Isle.

WOC D09950000 \$19.99

SPOTLIGHT ON

**DOMINARIA UNITED BUNDLE**

The *Dominaria United Bundle* contains 8 *Dominaria United Set Boosters*—the best boosters to open just for fun—plus exclusive accessories, with 40 basic lands (20 traditional foils and 20 nonfoils), 1 Traditional Foil promo card with Bundle-exclusive alternate art, 1 oversized Spindown life counter, 1 card storage box, and 2 reference cards. Each *Dominaria United Set Booster* contains 12 *Magic* cards, 1 Art Card, and 1 token/ad card or card from “The List” (a special card from Magic’s history—found in 25% of packs), with a combination of 1–4 card(s) of rarity Rare or higher and 4–7 Uncommon, 3–6 Common, and 1 Land cards in every pack. Traditional Foil Land replaces Land card in 21% of Set Boosters. Foil-Stamped Signature Art Card replaces Art Card in 10% of Set Boosters.

WOC C97130000..... PI

SPOTLIGHT ON

**DOMINARIA UNITED COLLECTOR BOOSTER DISPLAY (12)**

The *Dominaria United Collector Booster Box* contains 12 *Dominaria United Collector Boosters* and 1 Traditional Foil Box Topper card. Each Collector Booster contains 15 *Magic: The Gathering* cards and 1 Traditional Foil double-sided token, with a combination of 5–6 cards of rarity Rare or higher and 4–5 Uncommon, 4 Common, and 1 Land cards, with a total of 10–13 foil cards. Foil Borderless Mythic Rare Planeswalker in 2% of boosters. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC C97170000..... PI

SPOTLIGHT ON



DOMINARIA UNITED

DOMINARIA UNITED COMMANDER DECK CARTON (4)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC C97140000..... PI

SPOTLIGHT ON

**DOMINARIA UNITED DRAFT BOOSTER (36)**

Each *Dominaria United Draft Booster* contains 15 cards and 1 token/ad card, including a combination of 1 card of rarity Rare or higher and 3 Uncommon, 10 Common, and 1 Land cards. Traditional Foil Borderless Mythic Planeswalker in <1% of boosters. Traditional Foil of any rarity replaces a Common in 33% of boosters. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC C97110000..... PI

SPOTLIGHT ON

**DOMINARIA UNITED JUMPSTART BOOSTER DISPLAY (18)**

Each *Dominaria United Jumpstart Booster Box* has a theme, like *Mystic Mischief* or *Totally Ruthless*. Just grab two packs and shuffle them together for wild combos and a fun, unique, easy gameplay experience. *Dominaria United Jumpstart Boosters* contain 20 *Magic* cards (including all the lands you need to play). In every pack, you'll find 2 Rare cards, 1 of which may be a Mythic Rare, and 2 Land cards that are Traditional Foil. If you're looking to maximize your mash-up, *Dominaria United Jumpstart Boosters* are compatible with all other *Jumpstart* products. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC C97150000..... PI

SPOTLIGHT ON

**DOMINARIA UNITED SET BOOSTER DISPLAY (30)**

Each *Dominaria United Set Booster* contains 12 *Magic* cards, 1 Art Card, and 1 token/ad card or card from “The List” (a special card from Magic’s history—found in 25% of packs). Every pack includes a combination of 1–4 card(s) of rarity Rare or higher and 4–7 Uncommon, 3–6 Common, and 1 Land cards. Traditional Foil Land replaces Land card in 21% of Set Boosters. Foil-Stamped Signature Art Card replaces Art Card in 10% of Set Boosters. Traditional Foil Borderless Mythic Planeswalker in <1% of boosters. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC C97160000..... PI

SPOTLIGHT ON



UNIVERSES BEYOND - WARHAMMER 40,000 COLLECTOR EDITION DECK CARTON (4)

100 Surge Foil Premium Cards, 1 Surge Foil Display Card, 10 Double-sided Tokens, 1 Reference Card, 1 Lifewheel & 1 Deck Box. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
WOC D07810000.....PI

SPOTLIGHT ON



UNIVERSES BEYOND - WARHAMMER 40,000 REGULAR DECK CARTON (4)

98 Regular Cards, 1 Foil-Etched display card, 2 Premium Cards, 1 Reference Card, 10 Double-sided Tokens, 1 Lifewheel & 1 Deck Box. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
WOC D07800000.....PI

WIZKIDS/NECA

CRITICAL ROLE

BELLS HELLS

Critical Role has partnered with WizKids to create high-quality figures that are compatible with the most popular tabletop RPGs. As the newest entries into the Critical Role inspired line, *Critical Role: Bells Hells* includes the entire crew from the third campaign of the hit show. Add this complete set of characters to your collection and bring their iconic journey to your gaming table. Scheduled to ship in November 2022.
WZK 74269.....\$79.99



CRITICAL ROLE UNPAINTED MINIATURES: W03

Scheduled to ship in September 2022.



FEY WEREWOLVES

WZK 90557.....\$4.99



REVENGE DEMON

WZK 90555.....\$14.99



HUMAN WIZARD FEMALE & HALFLING HOLY WARRIOR FEMALE

WZK 90550.....\$4.99



SPHINX FEMALE

WZK 90552.....\$8.99



THE LAUGHING HAND & FIENDISH WANDERER

WZK 90556.....\$8.99



SPHINX MALE

WZK 90553.....\$8.99



MAGE HUNTER GOLEM

WZK 90554.....\$8.99



VAMPIRE & NECROMANCER NOBLES

WZK 90549.....\$4.99



MALE HUMAN SORCERER MERCHANT & TIGER DEMON

WZK 90551.....\$4.99



WISHER PIXIES

WZK 90558.....\$4.99

A TABLETOP GAME FROM ROXLEY AND THE OP



MARVEL DICE THRONE



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TheOp.games

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DC COMICS HEROCLIX: BATMAN TEAM-UP

Scheduled to ship in December 2022.



FEATURED ITEM



DC HEROCLIX: BATMAN TEAM-UP BOOSTER BRICK

The World's Greatest Detective is on the case in *DC Comics HeroClix: Batman Team-Up*! Join the Caped Crusader on a crusade to solve capers as he joins forces with more of the best minds in the mystery solving business including Teen Titans, the Lantern Corps, and even Mystery Inc.?! This 5-figure booster release features characters famous for putting their

minds together to crack tough cases such as Batman, Robin, Velma, Scooby-Doo and more! Put their detective skills to work to gather clues and solve the all-new Mystery Cards to earn bonuses for your team!

WZK 84013 \$169.99



FEATURED ITEM



DC HEROCLIX: BATMAN TEAM-UP DICE & TOKEN SET

Each *Dice and Token Pack* contains 2 custom dice featuring a special logo to match the set, and 6 action tokens featuring fan-favorite characters from the set! On the reverse side of these action tokens, players can find Bystander tokens to use with figures in the set to help complete their *Batman Team-Up* collection. *Dice and Token Packs* are a great way to enhance your *HeroClix* experience!

WZK 84018 \$14.99



FEATURED ITEM



DC HEROCLIX: BATMAN TEAM-UP MINIATURES GAME

Looks like we have another mystery to solve! Two of the greatest clue-crunching crews make their *HeroClix* debut in the *DC Comics HeroClix: Batman Team-Up Miniatures Game*! For the first time ever, help Mystery Inc. work up an appetite as Scooby-Doo, Shaggy, Fred, Velma and Daphne go head-to-head with ace detectives Robin, Starfire,

Raven, Beast-Boy and Cyborg from *Teen Titans GO*! Pick a team and help them gather clues to come out on top in one of the most exciting crossovers ever to come to *HeroClix*!

WZK 84015 \$69.99



FEATURED ITEM



DC HEROCLIX: BATMAN TEAM-UP PLAY-AT-HOME KIT

Take another step towards solving a mystery - or just another step towards the kitchen with Shaggy in this new *Play at Home Kit*! *Play at Home Kits* are a great way of getting exclusive figures and *HeroClix* maps to players who may or may not be able to visit their local game store. The *DC Comics HeroClix: Batman Team-Up Play at Home Kit* features full-color packaging with a window so customers can see the pre-painted Shaggy figure inside! This is great for customers looking to know exactly what they are getting.

WZK 84016 \$19.99

DUNGEONS & DRAGONS: ICONS OF THE REALMS

ASTRAL SEA BATTLE MAT

Scheduled to ship in August 2022.

WZK 96190 \$59.99



GARGANTUAN TARRASQUE

Standing over 11 inches tall and 15.5 inches from its gnashing maw to its destructive tail. The legendary Tarrasque is possibly the most dreaded monster of the Material Plane. It is widely believed that only one of these creatures exists, though no one can predict where and when it will strike. Make sure to get yours today! Scheduled to ship in September 2022.

WZK 96149 PI

DUNGEONS & DRAGONS: ICONS OF THE REALMS SET 24 SPELLJAMMER ADVENTURES IN SPACE

ADULT SOLAR DRAGON & PRINCE XELETH

The 24th set in our *Icons of the Realms* line of pre-painted *Dungeons & Dragons* miniatures. This Gargantuan figure and its rider makes for a great foe to any adventuring party or a fantastic piece to add to your collection. Scheduled to ship in October 2022.

WZK 96168 \$109.99





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ASTRAL DREADNOUGHT

As big as an ancient red dragon and covered from head to tail in layers of thick, spiked plates, a dreadnought has two gnarled limbs that end in razor-sharp pincer claws. Constellations appear to swirl in the depths of its single eye, and its serpentine, armored tail trails off into the silvery void. This Gargantuan figure for a great foe to any adventuring party or a fantastic piece to add to your collection. Scheduled to ship in October 2022.

WZK 96169 \$249.99



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THREATS FROM THE COSMOS

WZK 96178 \$59.99

ASTRAL ELF PATROL

WZK 96179 \$59.99



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WELCOME TO WILDSpace

WZK 96212 \$59.99

ATTACKS FROM DEEP SPACE

WZK 96180 \$59.99

WILDSpace AMBUSH

WZK 96177 \$59.99



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DUNGEONS & DRAGONS: ICONS OF THE REALMS WILDSpace BATTLE MAT

Scheduled to ship in August 2022.
WZK 96189 \$59.99

SPOTLIGHT ON



BOOSTER BRICK (8)

The 24th set in our *Icons of the Realms* line of pre-painted *Dungeons & Dragons* miniatures. Collect all 47 figures from *Spelljammer*, the newest set of randomly sorted monsters and characters in our exciting line of *D&D* miniatures, *Icons of the Realms*. This *Icons of the Realms* fantasy miniature release comes in two product configurations: the Huge Booster and the Huge Booster 8 Ct. Brick. Scheduled to ship in October 2022.

WZK 96166 \$159.92

DUNGEONS & DRAGONS: ICONS OF THE REALMS

SHIPS 1:600 SCALE

Scheduled to ship in October 2022.



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ASTEROID ENCOUNTERS

WZK 96181 \$59.99

DUNGEONS & DRAGONS NOLZUR'S MARVELOUS UNPAINTED MINIATURES

SPOTLIGHT ON



ADULT BRONZE DRAGON

Scheduled to ship in July 2022.

WZK 90565 PI

SPOTLIGHT ON

GARGANTUAN RED DRAGON

Scheduled to ship in October 2022.
WZK 90562PI



MARVEL HEROCLIX: AVENGERS FOREVER

Scheduled to ship in October 2022.

FEATURED ITEM



MARVEL HEROCLIX: AVENGERS FOREVER BOOSTER BRICK (10)

Marvel HeroClix: Avengers Forever summons the Mightiest Heroes from every Earth to battle it out in HeroClix! Celebrating both the classic and the all-new Avengers Forever comic runs, this 5-figure booster release features iconic Avengers heroes like Captain America, Iron Man and Dr. Strange as they face off against the likes of Kang the Conqueror, Immortus and Red Skull! For the first time players can collect Ghost Panther, Winter Hulk and the Invincible Ant-Man as they make their HeroClix debut from across the multiverse! Avengers Forever brings back Team-Up Cards so that you can assemble powerful squads of heroes to unlock new abilities that make them stronger together than they are apart!

WZK 84855 \$169.99

FEATURED ITEM



MARVEL HEROCLIX: AVENGERS FOREVER DICE & TOKEN SET - ANT-MAN

Help the Invincible Ant-Man assemble a new team of Avengers to answer threats to the multiverse! Dice and Token Packs contain 2 custom dice featuring a special logo to match the set, and 6 action tokens featuring fan-favorite characters from the set including Thanos, Kang the Conqueror, Klaw, She-Hulk and Captain America! On the reverse side of these action tokens, players can find Bystander tokens to use with figures in the set to help complete their Avengers Forever collection. Dice and Token Packs are a great way to enhance your HeroClix experience!

Scheduled to ship in October 2022.

WZK 84857 \$14.99



FEATURED ITEM

MARVEL HEROCLIX: AVENGERS FOREVER DICE & TOKEN SET - GHOST RIDER

Help Ghost Rider assemble a new team of Avengers to answer threats to the multiverse! Dice and Token Packs contain 2 custom dice featuring a special logo to match the set, and 6 action tokens featuring fan-favorite characters from the set including Nick Fury, Dormammu, Red Skull, America Chavez, and Immortus! On the reverse side of these action tokens, players can find Bystander tokens to use with figures in the set to help complete their Avengers Forever collection. Dice and Token Packs are a great way to enhance your HeroClix experience! Scheduled to ship in October 2022.



WZK 84860 \$14.99



FEATURED ITEM



MARVEL HEROCLIX: AVENGERS FOREVER PLAY-AT-HOME KIT

The Avengers Forever Play at Home Kit features full-color packaging with a window so customers can see the pre-painted Invincible Ant-Man figure inside! This is great for customers looking to know exactly what they are getting. For the first time ever, each Play at Home Kit will also contain one Legacy Card featuring Rick Jones! Scheduled to ship in October 2022.

WZK 84858 \$19.99



FEATURED ITEM



MARVEL HEROCLIX: MARVEL HELLFIRE GALA PREMIUM COLLECTION

You are cordially invited to the Hellfire Gala! Host Emma Frost requests your presence on the evening of the Summer Solstice to strengthen the bonds between mutants and mankind at the party of the year. Celebrate mutant culture with a night of music, dancing, and the introduction of the new X-Men, heroes of Krakoa! See the new X-Men team as you have never seen them before in the Marvel HeroClix: Marvel Hellfire Gala Premium Collection! Enjoy the pinnacle of mutant fashion represented on eight exquisitely detailed pre-painted figures that push the boundaries of HeroClix style. Scheduled to ship in November 2022.

WZK 84887 \$69.99

BACKGAMMON

Scheduled to ship in June 2022.


**BURLWOOD STYLE DECOUPAGE
BACKGAMMON WITH
CHESSBOARD BACK, 19"**

WWI 26271A\$49.99


**FLOWERED DECOUPAGE
BACKGAMMON WITH
CHESSBOARD BACK, 19"**

WWI 26211A\$49.99


**GRAY VINYL BACKGAMMON
SET, 15"**

WWI 2615GY\$59.99


**GRAY VINYL BACKGAMMON
SET, 18"**

WWI 2618GY\$69.99


**WALNUT DECOUPAGE
BACKGAMMON WITH
CHESSBOARD BACK, 19"**

WWI 26417A\$49.99


**WOODGRAIN DECOUPAGE
BACKGAMMON WITH
CHESSBOARD BACK, 15"**

WWI 26207C\$44.99

CHESS

Scheduled to ship in June 2022.


**BLACK & NATURAL FRENCH
PIECES (3" KING) ON WOODEN
CHEST BOARD (13.25")**

WWI 30BF-BCTPI


CLOCK: 58-MODE DIGITAL CLOCK

WWI GT960\$89.99


**CLOCK: BATTERY-POWERED
QUARTZ CLOCK**

WWI 4002QC\$49.99


CLOCK: WINDING ANALOG CLOCK

WWI 4005AC\$49.99


**PRO CHESS TOURNAMENT SET WITH
TRIPLE-WEIGHT PIECES (4" KING)**

WWI 95201\$49.99


**TRIPLE-WEIGHT TOURNAMENT
CHESS PIECES WITH DOUBLE
QUEENS (3.75" KING)**

WWI 95437\$19.99


**WALNUT & MAPLE INLAID
DRAWER CHEST WITH CHESS
(3" KING)**

WWI 40394-WM\$119.99


**SHEESHAM & BOXWOOD
FOLDING CHESS WITH WEIGHTED
PIECES (2.75" KING)**

WWI SH914F\$99.99


**SHEESHAM MAGNETIC FOLDING
CHESS WITH POUCH, 10"**

WWI 68105\$59.99


**WOOD HANDMADE MAGNETIC
FOLDING CHESS WITH POUCH, 7.5"**

WWI 68735\$49.99


**WOOD-TONE FOLDING MAGNETIC
CHESS, 11"**

WWI 68030\$34.99


**WORLD CHESS CHAMPION SET
ACADEMY EDITION**

WWI 95221\$47.99


**SHEESHAM MAGNETIC CHESS &
BACKGAMMON WITH DRAWER, 7"**

WWI 63507\$74.99

COMBOS

Scheduled to ship in June 2022.


**FOLDING MAGNETIC CHESS &
PLASTIC CHECKERS, 10"**

WWI 68910\$16.99


**FOLDING MAGNETIC CHESS &
PLASTIC CHECKERS, 14"**

WWI 68914\$36.99


**SHEESHAM & MAPLE
FOLDING CHESS, CHECKERS, &
BACKGAMMON, 10"**

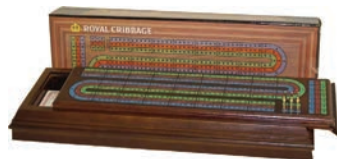
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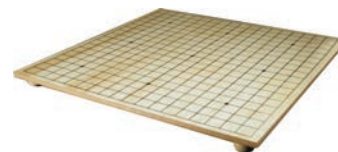
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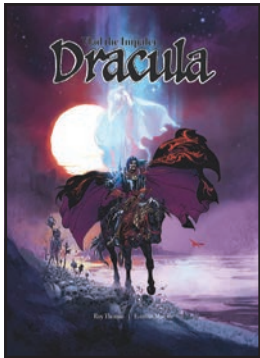
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GRAPHIC NOVELS

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DRACULA: VLAD THE IMPALER

Dracula is one of the most well-known characters in the world. Now, read the story of the man who inspired the legend in this graphic novel available again for the first time in almost 30 years. A prince of Wallachia and son of Vlad Dracul (The Dragon), Vlad Dracul the Younger (Vlad Dracula) is taken hostage as a young man by Sultan Mehmed I to ensure his father's loyalty. When his father is killed at the hands of traitorous nobles in his own land, he assumes the crown and wages a cruel war to regain his lands and avenge his father. Throughout his life, he continued the fight to retain his kingdom, committing acts that would later lead to the formation of the famous character created by Bram Stoker. Scheduled to ship in September 2022.

DIA STL173354\$15.99



STAR TREK: DISCOVERY - AFTERMATH

An all-new graphic novel that ties directly into Season Two of the hit CBS All Access series! After the disappearance of the U.S.S. Discovery, Captain Pike and Chancellor L'Rell seek to forge a peace treaty between the Federation and the Klingons. But when a new enemy threatens to sabotage the negotiations, Spock must reclaim his place in Starfleet to save his friends and prevent the outbreak of a new war! Available in April. Written by fan-favorite Mike Johnson (*Star Trek: Picard Countdown*, *Star Trek: Boldly Go*) and *Star Trek: Discovery* Co-Producer Kirsten Beyer! Scheduled to ship in September 2022.

DIA STL140795\$15.99



STAR TREK: PICARD COUNTDOWN V1

Witness the events leading to the new CBS All Access series *Picard* in this graphic novel where new characters are introduced and secrets will be revealed. Before he retired to his vineyard, Jean-Luc Picard was the most decorated admiral in Starfleet. Then one mission changed his life forever. What could make this dedicated and disciplined leader question his calling? Scheduled to ship in September 2022.

DIA STL147131\$15.99

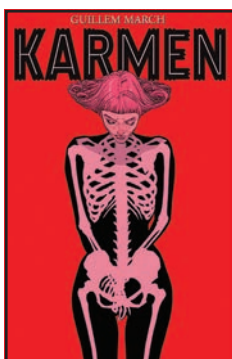
IMAGE COMICS



DECORUM HARDCOVER

There are many assassins in the known universe, this is the story of the most well-mannered one. Collects *Decorum* #1-8. Scheduled to ship in September 2022.

DIA STL170900\$39.99



KARMEN HARDCOVER (MR)

Spanish writer and artist Guillem March, best known for his work on *Batman*, *Catwoman*, and *Harley Quinn*, takes up his pen for a cutting-edge story about a highly unconventional angel named Karmen and the young woman she takes under her wing when heartbreak strikes too hard. Packed with intriguing twists and metaphysical musings, this gorgeously drawn series brings tenderness, heart, and humor to the delicate and difficult matters of life and death that we all face. Collects *Karmen* #1-5 Scheduled to ship in September 2022.

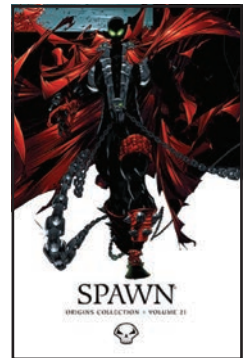
DIA STL186968\$24.99



KING OF SPIES

The world's greatest secret agent has six months to live. Does he die quietly in a hospital bed, or does he make up for a lifetime of bad decisions? He's been propping up an unfair system for over forty years. Now he knows where all the bodies are buried and has nothing to lose when he turns his guns on everyone who ever made a buck creating the mess we're in right now. Collects *King Of Spies* #1-4. Scheduled to ship in September 2022.

DIA STL214853\$16.99



SPAWN ORIGINS V21

Spawn Origins, Vol. 21 collects the fan-favorite Angel Medina run for the first time! With Wynn and Clown plotting against an injured Al Simmons, how can he possibly survive? Collects *SPAWN* #123-128 Scheduled to ship in September 2022.

DIA STL221518\$16.99



VINYL

Plastic creators Doug Wagner & Daniel Hillyard return with Eisner Award winner Dave Stewart for an unsettling tale of psychopaths, sweet love, and a serial killer named Walter. When Walter's best friend-the FBI agent charged with his capture-is kidnapped by a death cult of all-female sunflower farmers, Walter finds himself deep within an underground labyrinth filled with secrets and monsters but could their monsters possibly be more horrific than his? Collects *VINYL* #1-6. Scheduled to ship in September 2022.

DIA STL201665\$19.99

MANGA CLASSICS



MANGA CLASSICS: DRACULA HARDCOVER

An ancient evil lurks in the dark heart of Transylvania but it won't lurk there forever. Now Count Dracula's immortal eyes look towards London, a new land full of opportunity and unsuspecting victims. A ragged band of survivors must stop him before it is too late... but how? Manga Classics proudly presents a beautiful, faithful recreation of Bram Stoker's famous vampire story *Dracula*. Scheduled to ship in September 2022.

DIA STL147513\$24.99

TITAN COMICS

DOCTOR WHO: TIME LORD VICTORIOUS V1

Things aren't what they seem - time is all wrong, and something is coming that terrifies even the Daleks. Scheduled to ship in September 2022.

DIA STL179777\$17.99



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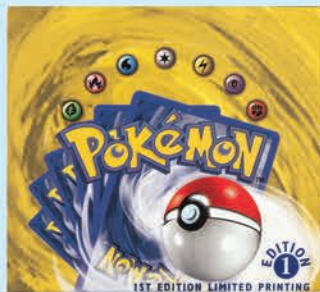
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STELLAR HORIZONS

INTERVIEW WITH DESIGNER ANDREW RADER

Compass Games
New Directions in Gaming

STELLAR HORIZONS

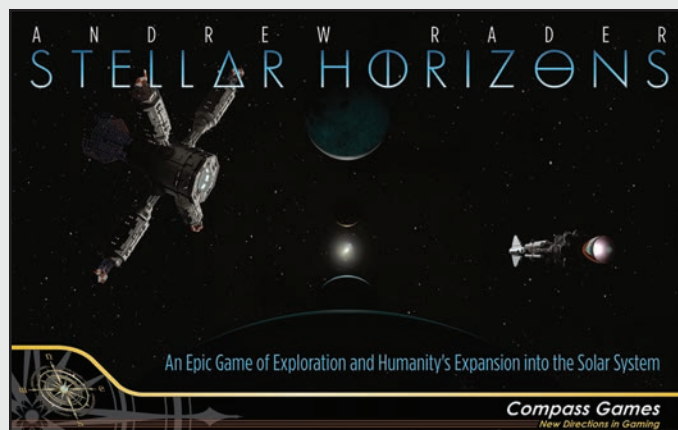
CPS 1113.....\$149.99 | Available Now!

While *Stellar Horizons* is a science-fiction game, your career is remarkably similar right here in 2022. Could you share a bit about how you discovered your love of engineering and found yourself a SpaceX Mission Manager?

It's interesting that you mention that. I started developing *Stellar Horizons* at the same time I decided on my career path. I have always been interested in *Star Trek* and science fiction, but I thought "real space" was kind of boring. We will never travel faster than light. We wouldn't get to meet the aliens and have adventures like Captain Kirk or Picard. So what was the point of going out there? But, I kept having conversations with a really influential friend who argued humanity should go to Mars. He bought me a persuasive book called *The Case for Mars* by Robert Zubrin (highly recommended!) and changed my mind. I had originally gone into aerospace engineering because I was into airplanes, but this experience and book really set my sights on advancing the future of human spaceflight. I remember sitting beside a pool reading the book, and it was an epiphany, all the pieces fell into place.



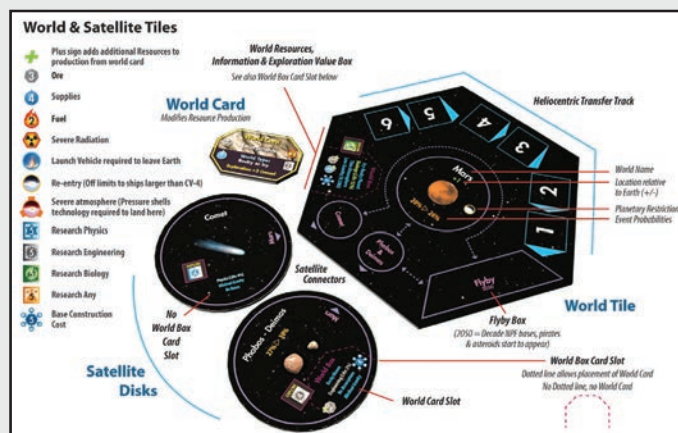
Going to Mars is something we can actually do without breaking the laws of physics using the technology we already have. It would be the interim step to getting humanity to span the solar system and eventually develop *Star Trek*-like technology. If we want to get to *Star Trek*, we have to do the things we can now with the technology we have. That's how technology has always worked. Early explorers sailed the oceans with small coastal craft that were unsuitable for Atlantic crossings, because that's what they had at the time. By crossing oceans and establishing settlements and trade routes on the other side, the stimulus for technological development was created and so we have the transportation technologies that we have today. Think of the things that make us modern: airplanes,



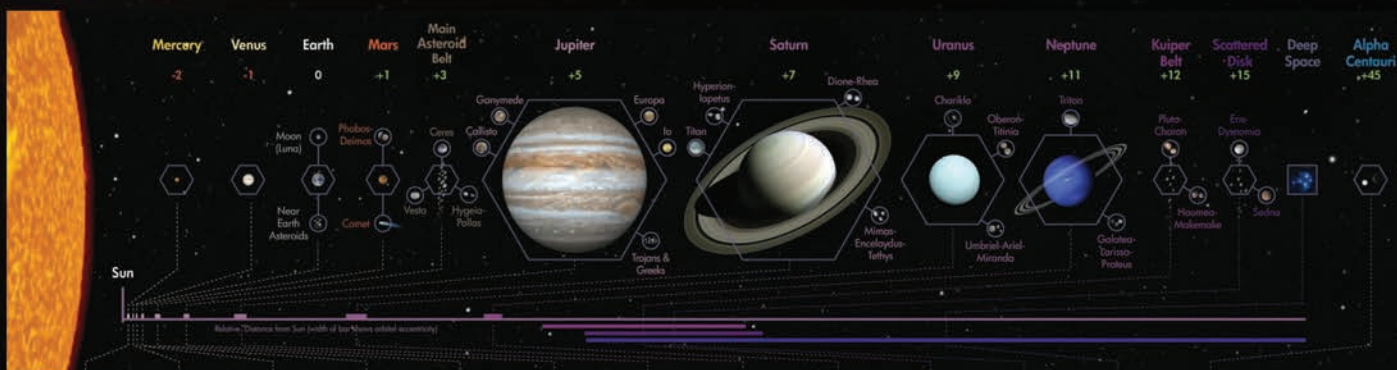
cars, railroads, steamships, telecommunications networks, rockets: they're all technologies to efficiently move products, people, and ideas. SpaceX is at the pinnacle of that technology, which is what drove me to work here.

For those readers who aren't familiar with *Stellar Horizons* yet, how would you describe its premise in a nutshell?

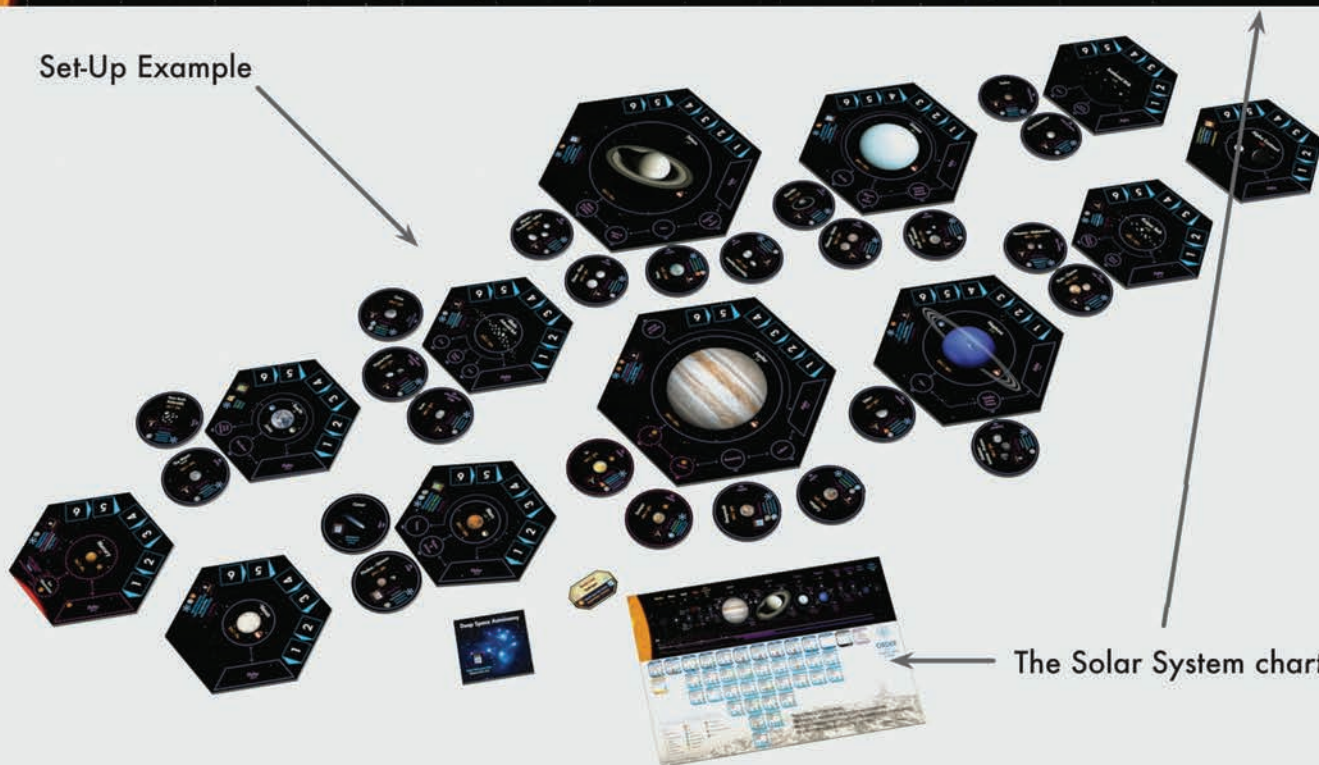
Stellar Horizons is a "build your own space program game" that follows the expansion of humans into our solar system over the next 140 years. I'm not convinced that we'll ever find a way to circumvent the laws of physics to invent things like transporters or faster than light travel, so *Stellar Horizons* sticks firmly to technologies that we know could theoretically work but we haven't figured out the details yet — things like fusion power, antimatter, and cryogenically freezing humans for long voyages across space.



The game has been described as being similar to Sid Meier's *Civilization*, and indeed it uses a tech tree that functions in the same way. I think it could definitely be described as a successor — that series was one of my favorites growing up. In terms of how the space race into the solar system plays out, it's reminiscent of the age of exploration between 1492-1815 (a favorite historical



Set-Up Example



period of mine), when you had great powers competing to fill the power vacuum of territorial expansion and the development of global trade networks.

If you could offer new players three tips for spacefaring success, what would they be?

- At the start of the game: explore, explore, explore. And definitely chase down your missions — they're worth extra income and extra points, which is a double bonus.
- In the middle of the game: don't be afraid to start building settlements as early as you can to benefit from as many turns as possible of population growth.
- Toward the end of the game: try to find a place where you're going to get maximum points from settlement growth to focus on. Ideally, this will be a place where you can terraform and where you can guard from your potential opponents.

Finally, rumors abound about your next steps with this line. Care to share any behind-the-scenes information with our fair readers?

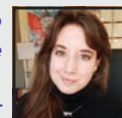
Yes! I have an expansion for *Stellar Horizons* in the queue, but I actually think the next step is to expand beyond our solar system outward across the galaxy into humanity's future as a starfaring

civilization. I'm really excited about *Stellar Horizons II*, which tells the story of the five hundred years after *Stellar Horizons*, from around 2200-2700, spanning the *Star Trek* era and beyond. In development, I've incorporated the feedback from players of *Stellar Horizons*, to make *Stellar Horizons II* a more streamlined game to learn, while retaining and actually increasing the flavor in terms of the development of our species across the far-flung reaches of space. *Stellar Horizons II* retains a focus on exploration and settlement with optional combat, but adds the exciting prospect of genetically customizing your species in a variety of ways to optimize it for long-duration space travel and to thrive in a diverse array of planetary environments.

Stellar Horizons won the Charles S. Roberts Award for Best SciFi Fantasy Board Wargame in 2020 and is now available from Compass Games.

...

Brittani-Pearl MacFadden is a lifelong gamer who puts her strategic skills to the test each day in the realm of tabletop marketing. She enjoys reading, baking, camping, and listening to scary stories on her kayak adventures.



DESIGNING

ADVENTURE BOOK GAMES

Ravensburger

THE PRINCESS BRIDE: ADVENTURE BOOK GAME

RVN 60001907 \$34.99 | Available Now!

In adventure book games, players go through a series of challenges within each chapter. Each time they complete a chapter, they advance to reach the conclusion of a beloved story. In *The Wizard of Oz Adventure Book Game*, players work to help Dorothy through six chapters of adventure from Kansas to Oz, and back home again. They'll need to cooperate to complete challenges by guiding characters and discarding Story cards from their hand. Players win when all six chapters are completed!

Ryan Miller and Shanon Lyon developed *The Princess Bride Adventure Book Game* (the first entry in Ravensburger's *Adventure Book Game* series) and *The Wizard of Oz Adventure Book Game*, respectively. They were instrumental in ensuring that the gameplay and artwork came together to honor both films.

Ryan has designed games since age 11 and has been part of the game industry since 1998, doing everything from retail to game design and brand management. He was part of Wizards of the Coast before freelancing as a game developer and moving on to Ravensburger. Shanon, a Ravensburger game development manager, has been in the games industry since 2004. She started at Cranium before pitching games to companies as a kid game inventor, then moving to her current position.



THE WIZARD OF OZ and all related characters and elements © &™ Turner Entertainment Co. (\$22)

CREATING EXCITEMENT

While more and more board games allow players to work together, *Adventure Book Games* are fully cooperative as players need to work together to tell the story, and no one player controls a single character. This informs almost everything about the game design, as Ryan and Shanon need to ensure that players can always strategize together. In addition, traditional board games usually have

only one setting that players can focus on. *Adventure book games*, in contrast, are made up of essentially six different mini-games or puzzles. When designing these, Ryan and Shanon didn't want the chapters to feel the same — there had to be unique loss conditions and different challenges in each chapter.

Along with this factor, board games usually have a goal that players must work towards without knowing the outcome at the end, i.e., who will emerge as the victor. Because players already know how "The Princess Bride" and "The Wizard of Oz" end, it was important to focus the game design on the experience — telling the story properly by recreating the tension of each chapter.

Ensuring that the love for the story comes across in the theme, artwork, and components is important to ensure the game is fully immersive.

Adventure Book Games are primarily made with the story's fans in mind. This means that in both *The Princess Bride Adventure Book Game* and *The Wizard of Oz Adventure Book Game*, fans can find Easter eggs like hidden art elements and references to the history of the films. Superfans of "The Wizard of Oz" are familiar with the film's rich history and mythology, so elements from deleted scenes as well as events during production were incorporated in the game as well.

Shanon loves that each chapter represents a particular stage in the film not only in what the players can do, but also in how that chapter looks. The first chapter is sepia as Dorothy begins her story in Kansas, while the next pages are bright and colorful, and that reflects the rest of Dorothy's journey. In the end, the back cover for *The Wizard of Oz Adventure Book* shows the final scene back in her sepia-toned bedroom. For Shanon, this encapsulates the journey of that film. This is just one example of the thought that went behind the game's creation, and as Ryan says, they are "very excited for people to get their hands on it!"

EXPERIENCE THE STORIES

The Princess Bride Adventure Book Game is now available in local games stores, while the *Wizard of Oz Adventure Book* will be available in August. Both are intended for 1-4 players, ages 10 and up, and take about 15 minutes per chapter to play.

...

CHOOSING THE PERFECT STORY

When picking a narrative that will be made into an adventure book game, it's important that the story has good tension and conflict. It must be a story that people know really well — they need to be familiar with the beats of it. As Ryan says, "So much of it is about knowing what things happened and getting people to repeat some of the touchstone moments."

These touchstone moments can come in the form of quotes, characters, or scenes that people can relive, as well as challenges that players know about that they can overcome. "Princess Bride" fans were able to do that with the *Adventure Book Game* iteration, as the game features plenty of quotes fans of the movie are immensely familiar with. Similarly, Munchkinland is a huge touchpoint for *The Wizard of Oz*, and the Emerald City was "super visual and momentous in the story," so both settings just had to be included, according to Shanon. The *Wizard of Oz Adventure Book Game* also includes optional "Song Challenges" that incorporate the film's iconic music with the hope that it'll spur fans' memories of them.





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The fast-moving, high-risk, high-reward gameplay of *Shadowrun, Sixth World* is now better than ever with *City Edition: Seattle*! The rules are updated with the latest errata and changes, and they have the extra addition of 16 pages of Seattle-centric content. With new contacts, qualities, plot hooks, and more, this book lets you drop right into the action in the shadowrunning capital of the world. Completely compatible with all other *Shadowrun, Sixth World* books, this is the best way to dive into the action in one of the most enduring role-playing settings of all time.

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RACCOON ROBBERS



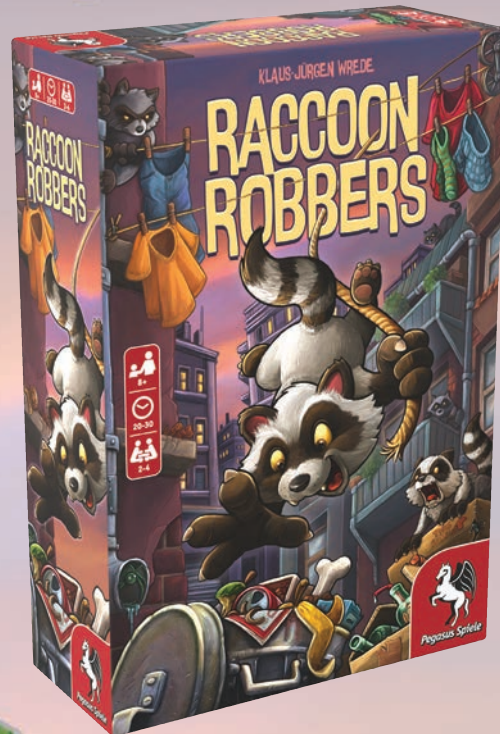
RACCOON ROBBERS

PNA 52156G \$34.99 | Available Q3 2022!

The city is quiet as the sun dips down. Under the cover of twilight, wild gangs of raccoons head to the streets in search of the best leftover food. Skillfully they climb up houses and vault into backyards with a brave leap. There the boss of their gang is waiting with only one goal in mind: the golden trash can!

From Klaus-Jürgen Wrede, best-selling designer of *Carcassonne*, comes a new family-friendly strategy game mixed with a little mischief. *Raccoon Robbers* will have 2-4 players take charge of their own raccoon gang, pushing and shoving to climb up houses and leaping off to race to the golden trash can first and claim the best food.

Each player will choose their raccoon gang, taking the three smaller raccoon meeple and the matching boss raccoon of one color. The boss raccoon starts on the backyard's wall, ready to race forward onto the backyard path leading to the golden trash can. Each of the small raccoon meeple start at the base of three different 3-D houses. Once every player has their raccoons placed and has four cards in their hand, the mischief can begin!



up one house each turn. Climbing cards will either be red, blue, or green, matching the color of the houses, or wild, which can be used for any house. Each climbing card will show one or two arrows, indicating how far up the raccoon can climb. Players can play as many climbing cards as they want on their turn, but they must play at least one when climbing.

Each turn players will choose to climb, be mischievous, or leap. Climbing cards will help raccoons scramble up the sides of the houses, working up to the highest levels. Raccoons can only move

Each house features two layers of punchboard with cutout fields to hold the raccoon meeple. One level has a common field, able to hold up to four raccoons. The other levels have single fields, which can only hold one raccoon. When a raccoon's movement ends on an occupied single field, it pushes





the raccoon already there down one level. This can cause chain reactions, pushing multiple raccoons down to the common field or off the house altogether!

earned. Points can range from 1-6 depending on the level of the house. The bravest leap from the top of the house, for example, will award 6 points. Then move your raccoon boss along the path in the backyard. Common fields in the backyard path are larger and can hold multiple raccoons. However, single path fields follow the same rules as the houses, enabling players to move forward and push other boss raccoons backward.



With limited space on the houses and only one golden trash can, all the raccoons will push and shove to get there first. In addition to knocking down other raccoons by climbing up to an occupied space, players can also play mischief cards. Mischief cards will move an opponent's raccoon down one field for each arrow shown on the card.

Once a raccoon has climbed up to higher levels on a house, they can leap off from any height to earn points and move the raccoon boss as many spaces as the points they earned. To leap off a house, play two climbing cards matching the house color your raccoon is leaping from. Then check how many points were

Carefully manage your climbing cards, leap off the houses, and time your mischief correctly to get your boss to the golden trash can first to win and feast on the best leftovers in *Raccoon Robbers*!

...

Beth Erikson is the Marketing Manager for Pegasus Spiele North America. She is an avid gamer, a collector of far too many books, an explorer of the outdoors, and wishes she could have a pet raccoon.

Tabletop Roleplaying Will NEVER BE THE SAME Again

DRAGON SHIELD ROLEPLAYING: GAME MASTER COMPANION - IRON GREY

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For over twenty years, *Dragon Shield* has been the go-to card gaming accessory product for games like *Magic: the Gathering*, *Pokémon*, and *Yu-Gi-Oh!*. In 2022, *Dragon Shield* is spreading its wings and stepping into the tabletop roleplaying arena to enhance Game Master and Player Experiences like nothing has done before. This new line of roleplaying products marks a new beginning for *Dragon Shield* and, we hope, for many brand-new adventures in the incredible world of TTRPGs for our customers.

Without further ado, we are pleased to introduce you to the *Dragon Shield Roleplaying Game Master Companion!*

The *Game Master Companion* (or *GM Companion* for short) is a two-in-one game master screen and storage/transport box for your gaming materials. The box itself is wrapped in a tough "Dragon Skin" exterior, making for a pleasurable, sturdy feel, while keeping your materials safe during transportation.

Once you remove the packaging, you will see what looks like a simple box. But if you investigate a little further, you will find the box is wrapped with an awesome, magnetic enclosure that doubles as a GM screen.

The screen has three large panels that fit A4 or letter-size papers. You can use these pockets to keep handy reference information such as condition effects, adventure maps, or random tables. Download free *Dungeons & Dragons 5th Edition* rules reference sheets for your GM at www.dragonshield.com/roleplaying.

The plastic covering is dry-erasable, so feel free to use the included dry erase markers to keep quick notes. The screen has plastic pockets for additional notes, elastic bands to keep phones and pens in place during the game for easy app reference, and the incredibly cool built-in initiative tracker at the top of the screen.



Initiative can be kept track of by utilizing the built-in grooves at the top of the GM screen. We have created a small space between the front and back of the screen that perfectly fits the standard card size dry-erasable, reusable cards included in the box, or any other TTRPG-related monster, NPC, PC, or item card. Stack the cards next to each other in this groove to keep them standing up and facing your players. Move them around to show the flow of combat and other activities during gameplay.

When standing up on the table, the GM screen measures 23 cm (9") high and 117 cm (3' 10") wide. It has folds all along the way to make for easier adaptation to your play space.

Six foam trays are included inside the box to safely transport up to forty miniatures of varying sizes. Two of the foam trays have slots fitted





for standard sleeved or unsleeved cards. The trays can be rearranged with one face-up and the other face-down to fit larger or taller models. The box itself is perfect for carrying any combination of books, miniatures, dice, and anything else you might need to bring for game night.

When the game is over, the screen wraps up around the box and can be held in place with the attached carrying handle.

The first wave of GM companions comes in black and measures 10 x 22.3 x 30.6 cm (3 9/10 x 8 4/5 x 12") internally. Each box includes 18 reusable standard-size plastic cards designed to function as makeshift monsters, NPC cards, or general initiative trackers, a dry erase marker, the four foam trays with various size slots for miniatures, two foam trays with smaller slots for dice or regular-size miniatures, and a *Dragon Shield* mini-adventure.

That's right. A mini-adventure.

Every *Dragon Shield Roleplaying* product includes a full-fledged adventure ready to play out of the box. Each adventure features one of our dragons and provides the hook, stats, and guidance a GM needs to introduce his or her players to the *Dragon Shield* world of Arcania.



And speaking of other *Dragon Shield Roleplaying* products, ask your local game stores about our brand-new *Player Companions*, releasing simultaneously with the *Game Master Companion*.

Like how the *GM Companion* is the perfect tool for GMs on the go, or for anyone who wants a singular spot to store their GM tools, the *Player Companion (PC)* provides similar functionality for the players of your campaigns.

The *PC* is wrapped in the same Dragon Skin texture and has a strong magnetic closure that will keep materials from jostling during transport. The interior is deluxe duchess satin. It is sized to fit two TTRPG books and as space for pens, dice, miniatures, and more. The *PC* wraps around itself to create a dice

tray with a satisfying dice sound, taking up minimal table space.

The *Game Master Companion* and the *Player Companion* are available wherever *Dragon Shield* is sold.

...

Ian Spiegel-Blum has been in the game industry for over ten years. He was the Director of Operations for The Spoils Card Game under Arcane Tinmen and a creative consultant on several other TCG projects. He is currently the Narrative Designer for Arcane Tinmen.

PAINTING HAPPY LIL MINIS



WITH DAVE TAYLOR

EPISODE #48: SPEEDPAINTING TERRAIN

Welcome to the latest "episode" of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave painting live each week on our *Game Trade Media* Facebook page – Thursdays evenings at 7pm EST. Dave is joined by veteran hobbyist Jeff Hall, and occasionally by other painters who each bring great painting advice and their own style to the table.

CREATING A STRIKING LOOK IN NEXT TO NO TIME!

This summer there'll be a lot of Games Workshop gaming going on – *Necromunda: Ash Wastes*, *Warhammer: Horus Heresy*, and of course the ubiquitous 40K.

Sometimes painting up the terrain you'll be fighting over can appear daunting, but with the help of some cans of spray primer from The Army Painter (and your local hardware store) you can get the basics done in no time!



The terrain used as examples on these pages are from Games Workshop.



Spray the lower third of the terrain with a textured spray paint from the hardware store to give a gritty texture.



Prime with a coat of The Army Painter Fur Brown spray.



Spray from above with The Army Painter Gun Metal spray to leave the Fur Brown showing in the crevices and shadows.



Wash everything with a 2:2:2:3 mix of The Army Painter Dark Tone, The Army Painter Strong Tone, water, and The Army Painter Quickshade Wash Mixing Medium.

KICKING IT UP A NOTCH

A lot of Games Workshop's terrain has some very detailed areas, representing cables, pipes, storage tanks, and signage. Pick three or four desaturated colors that will look good over your final piece and stick to those so that your terrain pieces will look cohesive across the whole set. Too many saturated colors might look too garish and pull attention from your miniatures.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life



TRANSFORMERS DECK-BUILDING GAME (RGS 02236)

From Renegade Game Studios, reviewed by Eric Steiger



13 & Up



1 - 5 Players



45 - 90 Minutes



\$45.00

Much like its namesake, the *Transformers Deck-Building Game* is more than what it seems at first glance. Initially, it appears to be a light and semi-random, almost run of the mill deckbuilder, similar to many others on the market, but after a few plays, you realize what it actually is: an engine. While this base box "only" allows for play as six Autobots in solo, cooperative or "friendly competition" modes, it's clear that Renegade Game Studios has something more in mind.

The basic mechanics of the game are familiar, with some interesting twists. Your chosen character has some flavorful asymmetry (Optimus Prime specializes in defending against Decepticon ambushes; Bumblebee makes friends easily; Ratchet repairs; etc.), and you play them on a grid of facedown (initially) cards that form your play area. Movement over this grid is key to play. Naturally, you can move faster and farther in Alt (vehicle) mode than in Bot mode, but Bot mode gives you access to your special abilities and other benefits.

What to do, of course? "Transform and Roll Out!" As in most deckbuilders, there is a "standard" card that you always have available to buy, and the designers here made it one that you'll want to buy over and over, just so that you can say it.

You begin the game by selecting your character, creating a rectangular grid of face down cards on the table (the Matrix), and placing your Autobot's standee on one of them. You'll then space out randomly selected bosses into the top ¾ of the main deck. When a card in the Matrix is removed (by being bought and added to a player's deck, or defeated, depending on what kind of card it is), you'll replace it from the top of the main deck. The game ends when the Autobots either win by defeating all three bosses or lose by letting the main deck go empty.

The game rewards you for doing what every Transformer fan wants to do — transform a lot between your two modes, search for Decepticon schemes to thwart, and help your friends in battle (even in competitive play). You'll spend

your turn exploring the Matrix, spending resources to turn cards over in the hopes of adding them to your deck (allies, technology, etc.), plundering them for Energon, or uncovering a Scheme to thwart or enemy to battle. Winning a battle against an enemy robot earns you victory points at the end of the game, but taking damage (in competitive mode) forces you to accept help from other players, even if you don't want it, granting them a share of the spoils of your victory.

Many of the basic elements of this game are familiar: you spend resources (Power) on the cards in your hand to buy cards from the table to add to your deck; you spend collected resources (Energon) to fuel the powers on your cards; you remove the starting cards from your deck to make room for better ones and keep it running lean and strong. But the extra unique quirks here are what make it so *Transformers*: moving around the grid and having to explore to see the cards you're going to buy or fight, transforming back and forth in order to do so, and helping your friends in battles against enemies...even if they don't want it.

Note that I said "against enemies", and not "against Decepticons," even though this core set only comes with Autobots. It's clear from the rulebook that Renegade designed this game with two sides in mind, and that the Autobot "friendly competition" isn't the only competitive mode they had planned.

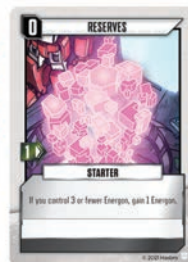
Sure enough, at press time, Renegade is currently taking preorders for a standalone Decepticon expansion, as well as an expansion featuring objective-based play and 1-vs-all play. Like the fearsome Constructicons combining to form Devastator, it's clear that this game is capable

of becoming something far greater than the sum of its parts, and I'm excited to try all of the different modes this game is capable of transforming into.

Which isn't to say that this base set is incomplete; far from it. With six character options, multiple Decepticon bosses of each tier, and a slew of schemes, relics, friends, and foes to discover, this box on its own is still quite a good value. But there's so much more here than meets the eye...

...

Eric is your friend, and friends wouldn't let you play bad games.



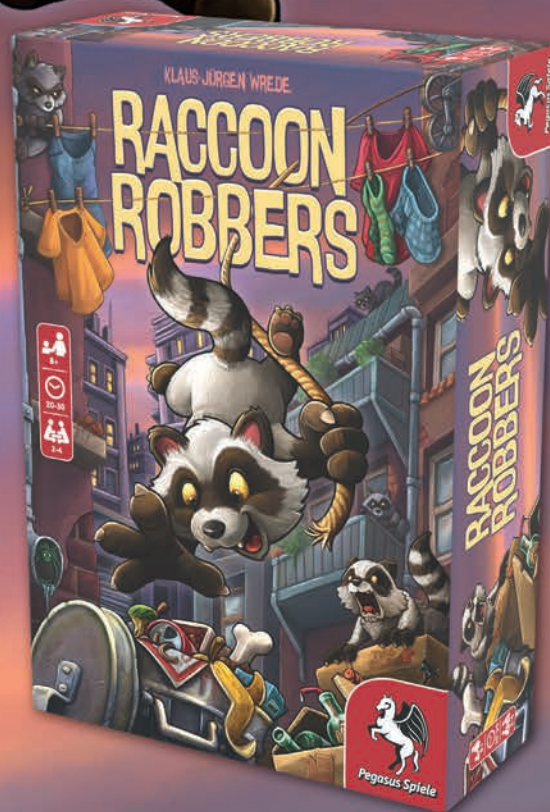


RACCOON ROBBERS



Gangs of wild raccoons have laid siege to the city, looking for food. Skillfully they climb up houses and vault into backyards with a brave leap. There the boss raccoons of each gang are waiting with only one goal in mind: claim the golden trash can!

From designer Klaus-Jürgen Wrede, Raccoon Robbers is a mischievous strategic game for 2-4 players. With only one golden trash can, the raccoons push and shove and race to get there first! Carefully play climbing cards to send your raccoons scrambling up the houses, knocking other raccoons out of the way. Then leap off the side, earning points to push your boss along the path in the backyard. Who will get to the golden trash can first?



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FREE RADICALS (WZK 87525)

From WizKids/NECA, reviewed by John and Isaac Kaufeld



2 - 5 Players



14 & Up



90 Minutes



\$69.99

When we gaze across the variety of game systems, our eyes always linger on asymmetrical games. The idea of a game where the players are evenly yet differently matched is like a siren song to the billfold. We must buy it; we must try it. And then we typically must crash on the rocks of the box text's unfulfilled promises.

Then we found *Free Radicals* from WizKids/NECA. This 2-5 player asymmetrical game offers players 10 factions, each driven by a unique mechanic. All of the factions aim for the same goal of racking up victory points and influencing the other factions, but each uses a completely different approach. To ratchet up the challenge one more step, every game is limited to 12 rounds regardless of the number of players.

Let's unpack the top five things that make *Free Radicals* tick. Where will you find your unique path to victory?

TEN FACTIONS, FIVE COLORS

The heart of an asymmetrical game is the idea that each player wields a unique set of tools but all players work toward the same ultimate goal. Balancing those unique tools against each other is a huge challenge. *Free Radicals* begins that process by applying colors.

The factions are split into five color groups. Since two players can't share the same color, this prevents the paired factions from ever playing against each other. Even though the game contains 10 factions, only five of the factions can be in play at the same time.

STARTING WITH SHARED STUFF

The main board tracks the current turn, player victory points, and faction knowledge levels. It also displays the 10 buildings that players can control and provides display space for the draw deck and the available data cards.

All player factions use data cards to claim control of buildings or power their individual special abilities. Each data card shows two faction colors at the top, a picture of the building it represents, and the resource cost it requires to open that building.

FACTIONS GET THEIR OWN TOYS

Since the game is all about the asymmetrical factions, it includes a lot of faction-specific components, starting with five double-sided player boards, one in each of the game's five faction colors.

Each side of each board is the playing space for one faction. If you have the green board, you'll either play the Hoteliers or the Merchants; take the yellow board, and your faction choices are the Artisans or the Underground.

CARDS AND PIECE MANIPULATION

The factions differentiate themselves through unique game mechanics. Let's take a closer look at how that works with the first five factions.

Playing the Farmers and Hoteliers involves placing pieces on a grid. The Hoteliers use *Tetris*-like polyominoes to fill rooms, while the Farmers

play pieces styled like dominoes, gaining special abilities by making runs of matching tile ends.

The Artisans, Entertainers, and Underground all involve types of card management. The Artisans power their tools with the faction symbols from data cards. The Entertainers and Underground use faction-specific custom card decks for deck management (Entertainers) and ability crafting (Underground).

A SMORGASBORD OF MECHANICS

The other *Free Radicals* factions borrow mechanics from all over the tabletop gaming world — even reaching into historic cultural games.

Merchants manage resource and strategically place stalls to expand their options each turn. Couriers are all about carefully planning pickups and deliveries while adapting to the constantly varying price of goods.

Adventurers use action points to explore a randomly generated board of face-down tiles. Paladins program their actions in advance and earn bonuses for completing "quests" from their custom card deck. Finally, in a nod to the classic game Mancala, the

Executives move asset tokens around a circular board to trigger actions and abilities.

BUILDINGS AND KNOWLEDGE

Although the factions have different ways of accomplishing their goals, they share the 10 buildings on the main board. They also all have an impact on the knowledge tracks.

Factions can use data cards to open ("awaken" in the game's lingo) and claim control of the shared buildings. Once open, all factions can visit the building and use its ability, provided they pay the controllers. Each building also a special bonus power available to its preferred faction. Two factions can control each building.

Regardless of how many players are in the game, all five of the faction colors are always in play on the knowledge track. Players can move any faction color — their own, an opponent's, or a faction not in the game — forward on the knowledge track. Doing so gives that player victory points plus occasional bonuses.

VERDICT

Free Radicals lives up to its promise — it's an asymmetrical game that really works. That's the highest compliment we can give.

The factions offer players multiple mechanical ways to win, while balancing all of the unique abilities with the shared opportunities of owning and using buildings while growing knowledge for all factions.

To make your first game easier, familiarize yourself with the icons in the game. Keep the overview sheet handy as well, because questions will come up.

...

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?



ARMIES & LEGIONS & HORDES

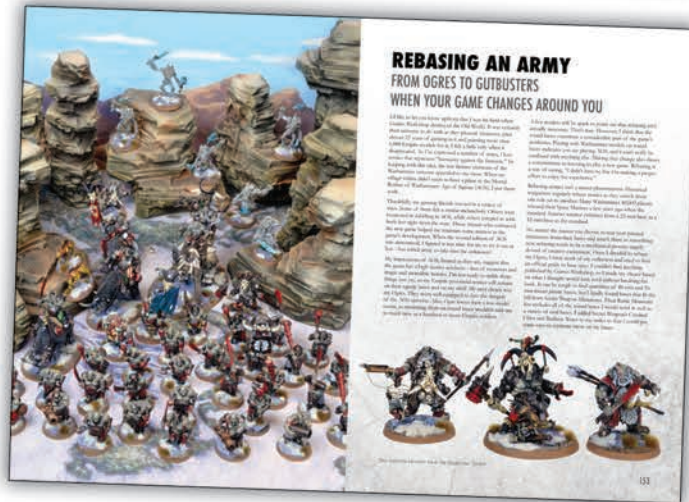
A BOOK ABOUT PAINTING WARGAMING COLLECTIONS, BY DAVE TAYLOR

10,000 miniatures and more! That's how many wargaming models Dave Taylor has painted over the last 30 years. That's dozens of armies, for some of the most popular wargames systems (and some of the most obscure, too!) During that time, Dave has had a LOT of conversations with other wargamers about the "what", "why", and "how" for such large projects. In this 176-page, hardback book, he compiles three decades of knowledge about completing wargaming armies on a regular basis, covering the following themes in detail:

- INSPIRATION • AIMS & EXPECTATIONS •
- PLANNING • MOTIVATION •

To illustrate his points, Dave has also included detailed photographs of a dozen of his more popular projects, including: the Genswick 33rd Rifles, his Warlord Titan, and his Ogor Mawtribes army.

**AVAILABLE NOW
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PAINT THE ROSES (NSG 810)

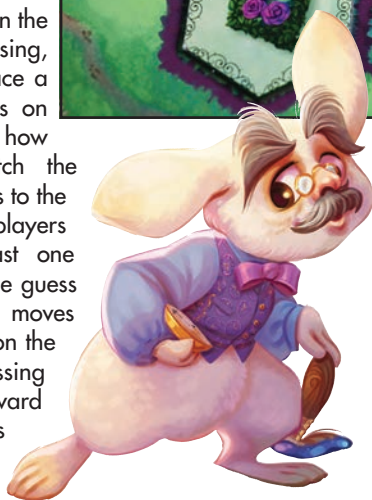
From North Star Games, reviewed by Brian Herman

 11 & Up	 2 - 5 Players
 50 - 70 Minutes	 \$39.99

Dear reader, let me tell you: I enjoy a mystery. Unlocking the unknown is one of the big great pleasures in any gaming experience. The classic game "Clue," for example, sets up a mystery for all players to follow, the payoff being victory over the other players. However, a bigger mystery requires more brains to solve. In North Star Games latest offering *Paint the Roses*, 2-5 players band together taking on the role of the gardeners from the story *Alice in Wonderland*. The goal being to guess the whims of the queen while populating the royal garden and cooperating to avoid being decapitated.

To setup, place the board in the center of the gaming area and place the three minis on the score tracker: The queen on the "Heart" space, the Gardeners on the "Zero" space, and the White Rabbit on the first marked checkpoint a few spaces ahead. A series of starting shrub tiles are placed in a fixed pattern on the board, each displaying a color (Pink, Red, Purple, or Yellow) and a suit (Spade, Diamond, Club, or Heart). 4 tiles are drawn randomly from the included bag and placed in the "greenhouse" below the game board, and each player chooses a color and takes the corresponding "Clue" tokens of that color for later in the game. Finally, each player draws a "Whim" card in varying difficulties, depicting a pattern that the other players must guess to advance the Gardeners mini around the track.

At the heart of gameplay are these "Whim" cards, built with three difficulties. "Easy" cards depict a pattern from color, "Medium" cards depict a pattern from color to color or shape to shape, and "Hard" cards can depict either color to color, shape to shape, or color to shape. Each turn a player must draw a tile from the Greenhouse, place it on the board in a space of their choosing, and then each player may place a number of their "Clue" tokens on that particular tile, indicating how many surrounding tiles match the pattern of their card as it relates to the tile placed this turn. Then all players must agree to guess at least one "Whim" card at the table. If the guess is correct, the Gardener mini moves that many points as indicated on the card down the track. After guessing the queen moves 1 space forward but moves double if the guess was incorrect.



If the Queen catches up to the Gardeners, the game is over, and all players lose. To add to the complexity, every time the Gardeners pass the White Rabbit token on the board, a flower petal is affixed to the Queen's base, which makes her move 1 extra space for each

flower petal on her and the White Rabbit jumps to the next mark on the board. This raises the stakes each time for guessing, as a wrong guess will move the Queen exponentially faster the more petals she acquires (as she moves double her movement on a wrong guess as above). The players win the game when the final space in the garden is filled with a shrub tile, and the Gardeners remain ahead of the Queen through that turn.

This engine alone would make for a compelling game alone, but North Star didn't stop there. In the expansion *Escape the Castle*, a twist is added. The garden gate is locked with 5 keys, and in addition to guessing patterns and staying ahead of the Queen, the keys must be found to finish the game. Fear not, however, for the players will have help. *Escape the Castle* is actually six(!) expansions in one, each featuring a different character from the story that will assist finding keys in their own unique way. Alice, for example, adds "Eat Me" and "Drink Me" tokens to modify the Queen's speed and will grant keys when her speed matches the point value of a Whim card guessed.

Paint the Roses and the accompanying expansion *Escape the Castle* present a truly unique and compelling cooperative game experience for the mystery solver in all of us. No two games are ever alike, and no strategy will work the same way twice. You'll need to keep your wits sharp and your allies close to stay ahead of the Queen and get the garden just the way she wants it. Are you up to the challenge?

...

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's Smash-Up, WizKid's HeroClix line, as well as classics like Settlers of Catan and Munchkin.



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At A Glance: Number of Players: 3-8
Ages: 8+
Time to Play: 10 min.+
MSRP: \$14.99 USD



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ALIEN RPG: COLONIAL MARINES OPERATIONS MANUAL (FLF ALE015)

From Free League Publishing, reviewed by Thomas Riccardi

 13 & Up	 4 - 6 Players
 60 - 90 Minutes	 \$44.99

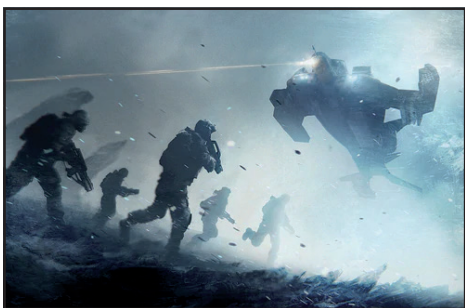
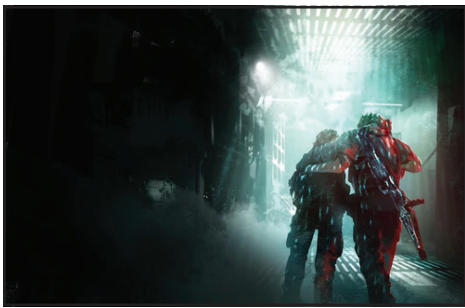
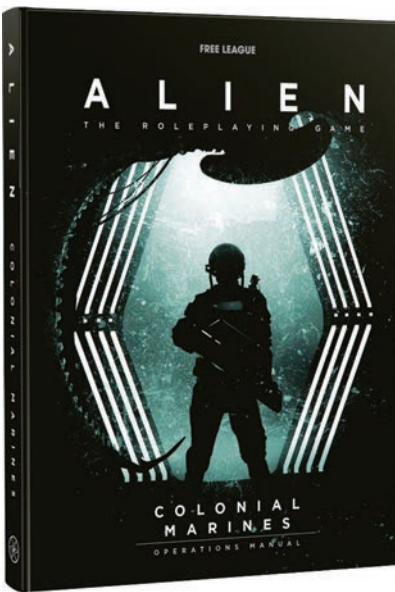
When you were growing up in your colony, a recruiter from the Colonial Marines came to you promising to explore new worlds and protect people. You signed up to get off this rock and at first with the thrill of adventure you thought that this was the best decision you had ever made. However, setting foot on a foreign world you realized why some people would never join the Corps.

Do you have what it takes to be a marine? Find out in the latest supplement for Free League Publishing's *Alien RPG*, the *Colonial Marines Operations Manual*.

This sourcebook deals with everything pertaining to the Colonial Marines which was featured in the *Aliens* movie. The book is broken up into two sections: the first is the players section, where we are given a complete history of the organization from how it was founded to the various conflicts that they have taken part in. There is even a timeline which includes various events including the conflicts on LV-426.

Going into further detail this sourcebook explains how the Marines are structured as well as how the Corps interacts with other military branches, providing you with a wide selection to for your campaign. Character creation is also covered, including the various military occupational specialties (or MOS) as there is a wide variety to select; from being a "smartgunner" to becoming a dedicated marksman, each of these has a key attribute, skills and talents that correspond to the MOS. There are even field events to help flush out your character along with new traits that will give you the edge in combat. There is also a wide variety of gear available, ranging from weapons and armor to vehicles and starships from both the Corps and Weyland-Yutani.

The gamemaster's section gives you advice on how to run a marine campaign by going into detail on how things work inside of a squad. As a backdrop for adventures, the *Conestoga*-class assault frigate, the *USS Tamb'itam*, is featured along with blueprints of the craft. This includes what features are onboard and some of the staff, giving the players a detailed base of operations.



There is even a random mission generator which will allow gamemaster to create scenarios they can drop their players into. These range from simple combat patrols and defense to more complicated search and rescues, or even sabotage and raiding facilities. Between each mission players are encouraged to spend XP to improve their characters. For those that choose not to spend XP there are tables for random downtime events ranging from the squad getting liberty to babysitting a bunch of new recruits. There is even a recipe for the cornbread that was featured in the *Aliens* movie and while I have not tried it this might be something to set the mood for the gaming session.

Going into more detail are the various systems and bases that are set up throughout the stars of the middle havens. These range from various training facilities to colonies such as O'Bannon's World and Alto VII.

Of course, military organizations are home to some nefarious forces and that is the subject of the so-called "black projects". These specialized missions range from creating artificial soldiers and harnessing alien biology, to more sinister ones such as "Project: Berserker."

This project looks for candidates to inhabit a mobile offensive exo-warrior suit (or MOX) of armor, bristling with weapons and can be dropped into a battlefield. Of course, there is a steep price as candidates will be pushed to their limit and beyond as most die in the suit making it their coffin. If the wearer of the suit perishes, the suit will march to the nearest LZ and then spit out the biological components waiting for its next user.

Another scenario, the Frontier War, sets the stage for a potential Colonial Marine campaign to stop a rogue general from starting a bioweapon war between the UPP and the UA. This is portrayed in six missions that can be played in any order that range from investigating what happened at a bioweapons facility to dealing with a signal that sends people into a psychotic rage.

For those that want to know more about the Colonial Marines, how they were founded, and possibly playing a Colonial Marine campaign this is

the book for you as it has a lot of useful information as well as new classes, equipment and history. For more information on this and other products head over to <https://freeleaguepublishing.com> and get ready for another bug hunt.

...

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.



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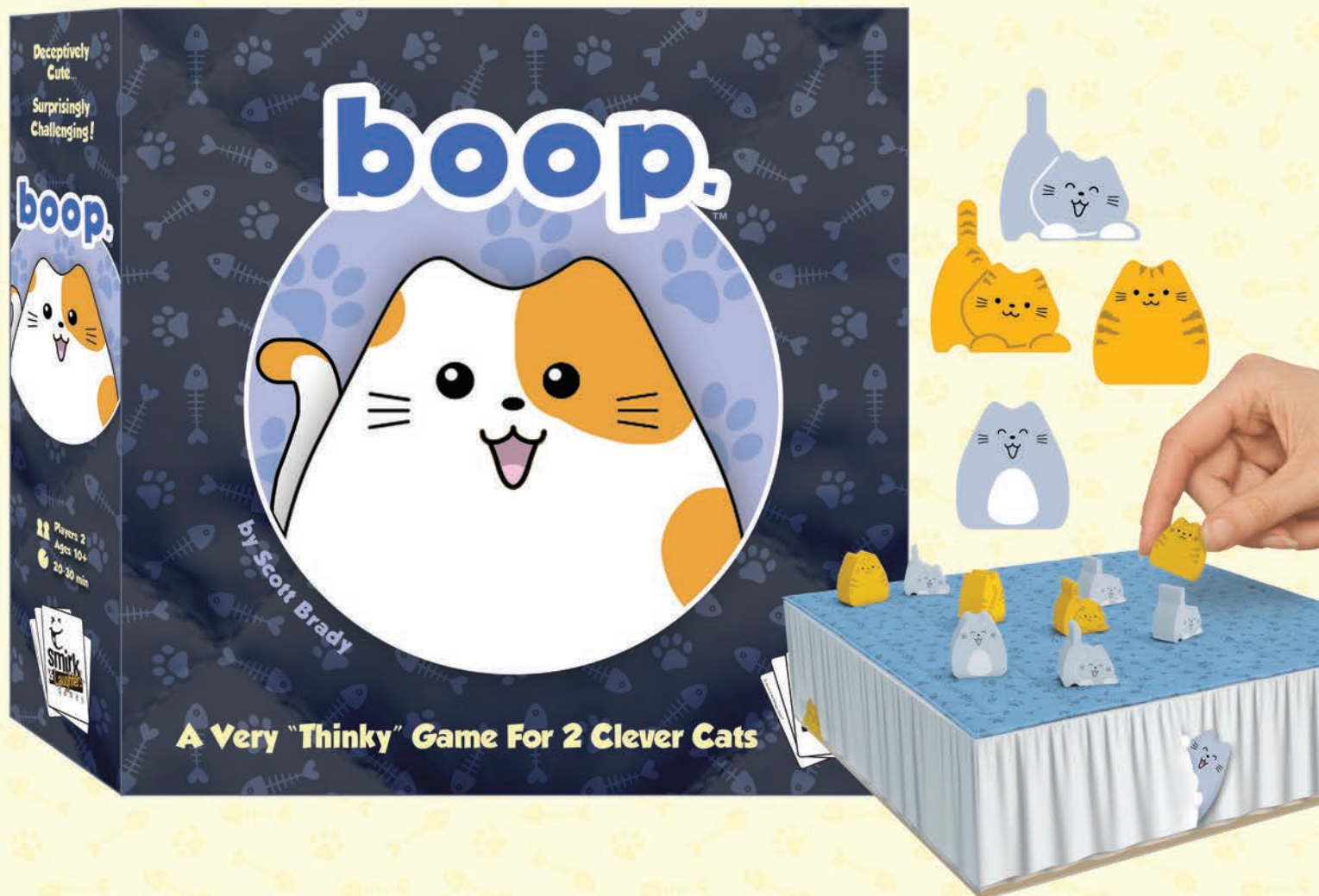


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Greetings GTM Fans!

For our July issue, Game Trade Magazine and Game Trade Media are teaming up with Smirk & Dagger Games to bring you an adorable giveaway!

One lucky winner will a copy of *Boop*, courtesy of our friends at Smirk & Dagger! To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out our vast archive of videos, and more for entries! This contest opens on June 28th and will close on July 25th, so don't delay!

Already a fan of *Game Trade Magazine* and *Game Trade Media* on social media? We've got you covered! All previous entrants are already included in our latest contest (but feel free to check out our content again).



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"When a man loves cats, I am his friend and comrade, without further introduction."

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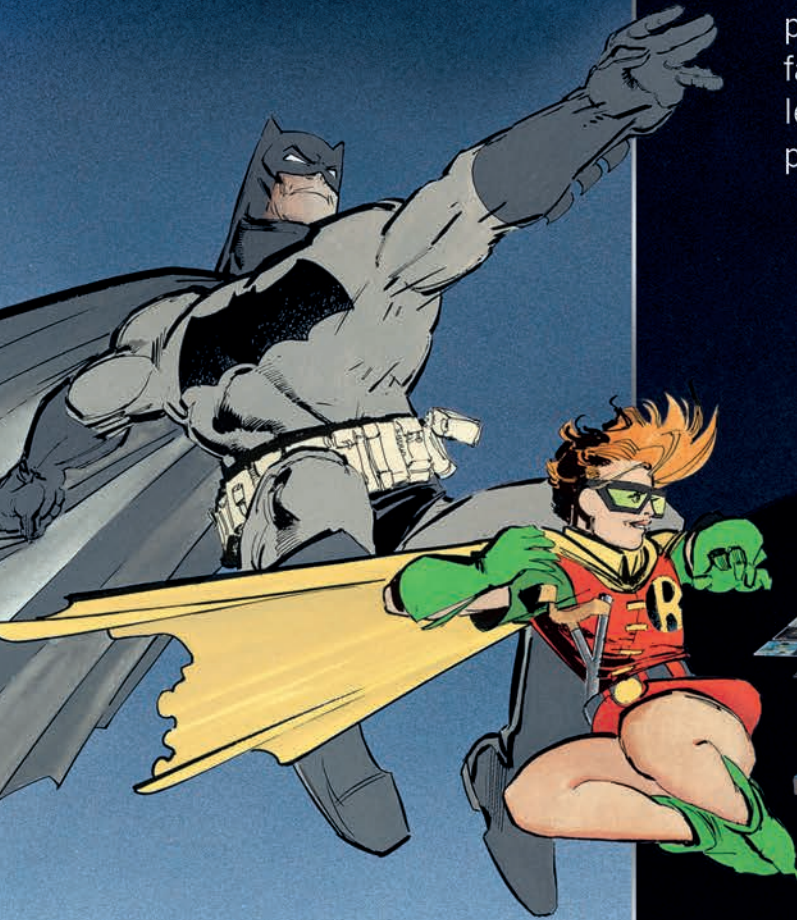




BATMAN

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THE GAME



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1-2
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firefly MISBEHAVIN'

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60+ Min.
2-4 Players
Ages 14+

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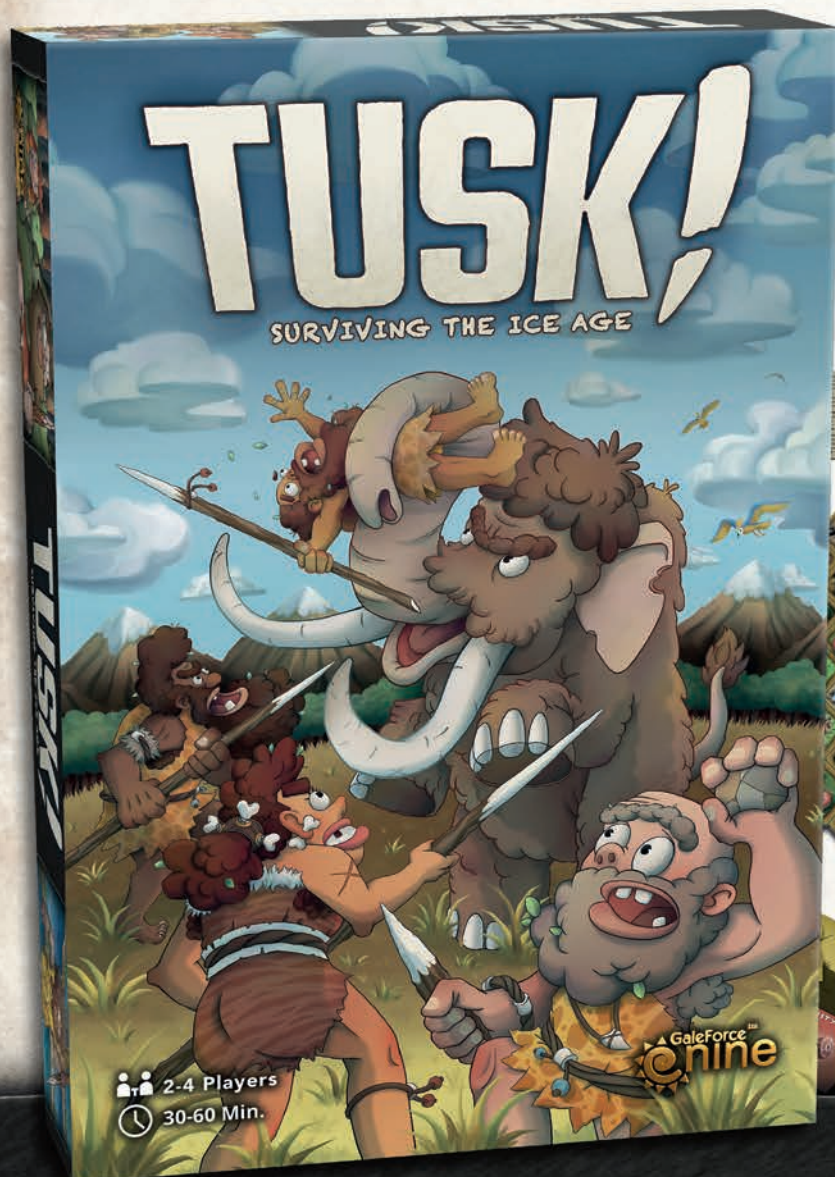
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ON SALE
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CAV01



Ages
10+



Time
30-60 min.



Players
2-4



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You will need strength and food to survive and lots of it.*

The mammoth offers your tribes food beyond your wildest dreams, but they are powerful beasts. You and your fellow players will need to team up to hunt successfully. But there can only be one master of the hunt and, to ensure that's you and your tribe, you'll need to manipulate alliances, hoard supplies, and make use of the land's many resources to become the most powerful tribe and win the game.



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Human barbarian shown for scale



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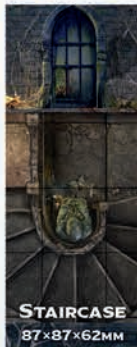
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TFD004

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THE DUNGEONS & SEWERS ILLUSTRATIONS:



THE TEMPLE

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THE SERPENT'S STONE**

**5E
ADVENTURE**

Partway up Erodan Mountain stands the temple of a secret order, dedicated to an ancient serpent goddess. Although clandestine in nature, the priests and priestesses of this temple were many, for they guarded jealously a precious artifact that once belonged to the goddess they served. But, in recent years, this order has perished, for a mysterious plight has befallen its members, and those who dare to enter are never seen again, lost amidst a hail of shrieking voices and a thunder of iron.



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For your RPGs and dungeon crawling games. With amazingly detailed art of the environment, **Tenfold Dungeon** provides a high-quality, modular terrain set. Along with its compact, lightweight design, it's perfect for your high-octane adventures with you wherever you go.



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TFD001



THE CASTLE

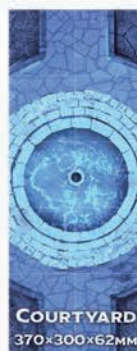
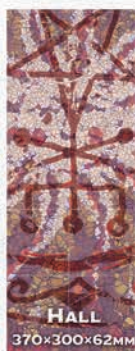
MODULAR ROLEPLAYING TERRAIN SET

**INCLUDES 5E ADVENTURE:
VAEDRA'S LAIR**

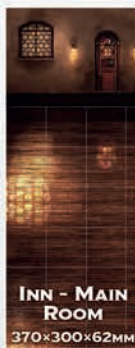
At the top of a cliff stands a keep. It is a dark, lonely place that the sun shines weakly upon and whose stones seem to swallow up the moonlight when night falls. And as the sun sets, from the castle's empty halls echoes forth a terrible and irresistible song, the song of the siren Vaedra, hunting for more prey to feed her voracious appetite for minds.

**5E
ADVENTURE**

THE CASTLE ILLUSTRATIONS:



THE TOWN ILLUSTRATIONS:



**COMING
FALL 2022**

**RPG
SCALE**

SUBJECT TO CHANGE. CONTENTS APPEARANCE MAY VARY.

THE TOWN

MODULAR ROLEPLAYING TERRAIN SET



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TFD003

**EACH TERRAIN SET CONTAINS
THEMED DOORS AND TERRAIN:**

12 ILLUSTRATED ROOMS

20 DOORS (10 OF EACH TYPE) 9 WALLS & 5 FENCES



2 GATES



**16 PLASTIC
CORNER CLIPS**



**16 PLASTIC
DOOR CLIPS**



6 STAIRCASES (2 OF EACH TYPE)



**16 PLASTIC
T-CLIPS**



THE TOWN DOORS AND TERRAIN SHOWN AS EXAMPLE



**INCLUDES 5E ADVENTURE:
GANG OF THIEVES**

The town of Holdthorpe is not what it used to be. Ever since the arrival of a band of brothers known as The Five Rings, the entire town has been veiled in a grey haze which keeps visitors from ever leaving. Robbed of its former splendour, Holdthorpe has become a home to bandits, vagabonds and lowlifes drawn to an arcane artifact that the Five Rings hold in their possession.

**5E
ADVENTURE**

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DAWN OF THE FREMEN

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Will your tribe prevail, or will you vanish into the desert?



DUNE07
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